

ISSUE NO.
216
FEBRUARY



GAME TRADE MAGAZINE

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STAR WARS

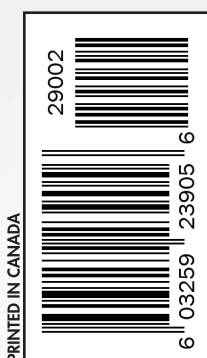
LEGION



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IN THIS ISSUE:

- TAKE YOUR FIRST STEPS INTO A WORLD OF IMAGINATION IN *WARDLINGS*, WIZKIDS' NEW ROLEPLAYING SERIES FEATURING HIGH-QUALITY, EXQUISITELY DETAILED, PRE-PAINTED MINIATURES.
- DISHONOR AMONG THIEVES! WORK TOGETHER, HELP YOURSELF, AND DON'T GET BLOWN UP IN CALLIOPE GAMES' *THE MANSKY CAPER*!



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Have you Panic'd yet?

**"...a fun,
not-too-heavy
co-op game."**

- Wired.com/GeekDad

**"...provides a
wring-your-hands kind of
worry, fret and yes, panic
that few games even
approximate."**

- BoardGameGeek.com

**"Just try getting this from
my kids, I dare you.
And mom is pretty
entranced too."**

- BoardGameGeek.com

**"...feels like a video game.
It's a very fun, fast, and
fluid experience."**

- The Herald Bulletin



COVER STORY



Star Wars: Legion – General Veers Commander & Snowtroopers Unit Expansions

Bring the full assault power and tactics of the Empire's greatest victories to your tabletop with two new expansion packs for *Star Wars: Legion*.
by Fantasy Flight Games

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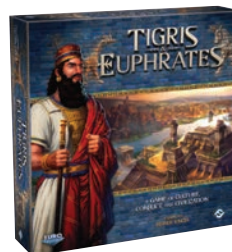


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STARSHIP SAMURAI

宇宙船-侍

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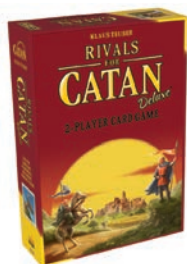
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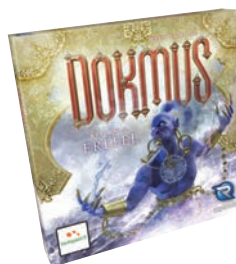
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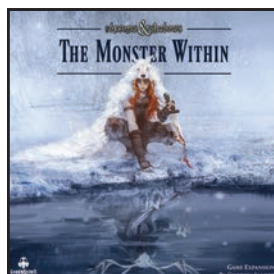
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Greetings Dear Readers!

We've awakened from our post-New Year's hibernation to welcome you to the February issue of *Game Trade Magazine*. Winter is in full swing and boy-oh-boy is it chilly out there.

Of course, if you're from New England like me, you probably love the winter! Snow blankets everything in a beautiful soft glow, everything slows down just a little bit and everywhere you go, you're accompanied by the *crunch-crunch-crunch* of snow underfoot. Winter is grand!

But, if you're anything like the rest of the *GTM* Bullpen, you're probably ready for some warmer weather!

Unfortunately, we haven't quite figured out how to deliver spring temperatures with your issue of *GTM*, but what we can do is offer an exciting first-look at many of the awesome games and hobby products coming to your Friendly Local Game Store! Check out the Games section this month and see what your favorite manufacturers have in store for you this April and beyond.

And speaking of first-looks – be sure to check out the cover article for *Star Wars Legion* from Fantasy Flight Games. Bring the full assault power and tactics of the Empire to your tabletop with the General Veers and Snowtroopers expansions, and chase the Rebels from the battlefield!

This issue also features not one, but two (!) exclusive scenarios for you to enjoy! The first is a "Fancy" variant for *Pairs* from Cheapass Games, so pinkies out as you attend a series of parties and attempt to be seen with only the fanciest folks!

Our second exclusive scenario is from the team at Firelock Games: In the "Raze" scenario for *Blood & Plunder*, your goal is to either defend, or destroy, buildings set up in the middle of the battlefield. Will you stop the pirates from burning down the town, or will you instead raze it because of the townsfolks' defiance?

And, that's not all! This issue is chock full of all of the great news, previews, and reviews you can expect from each issue of *Game Trade Magazine*.

So, grab a cup of hot cocoa, settle in, and enjoy! We'll see you next month, when the weather's just a bit warmer.

Game on everyone,

-JG



PUBLISHER Alliance Game Distributors

EDITOR/ADVERTISING MANAGER Jerome Gonyeau

ART DIRECTOR Matt Barham

COPYWRITER Todd A. Kaylor

Submissions should be sent to Jerome Gonyeau
jlg@alliance-games.com

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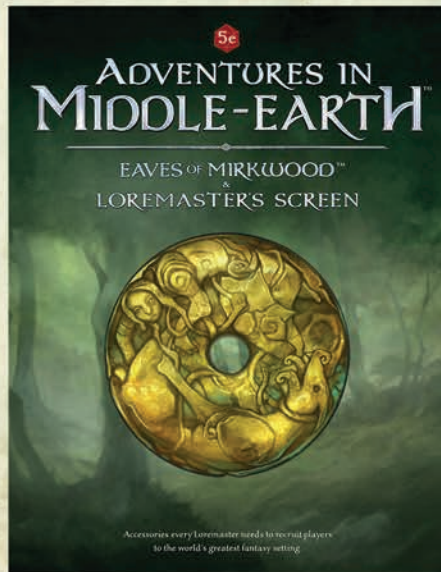
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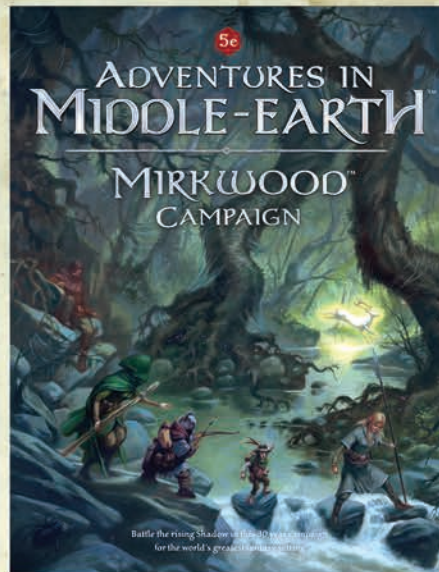
New titles for 2018



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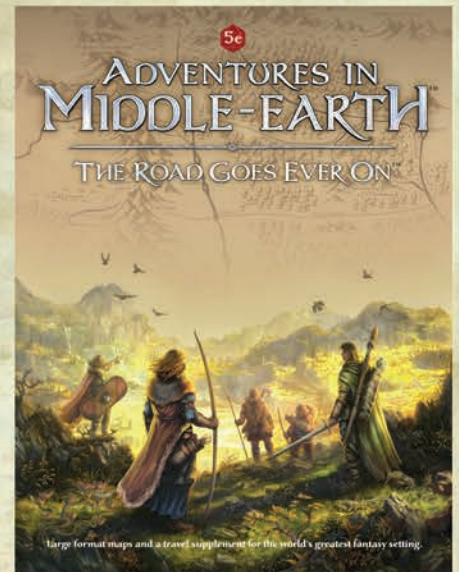
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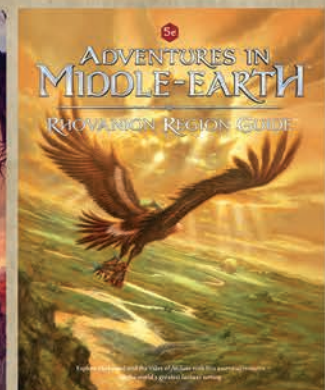
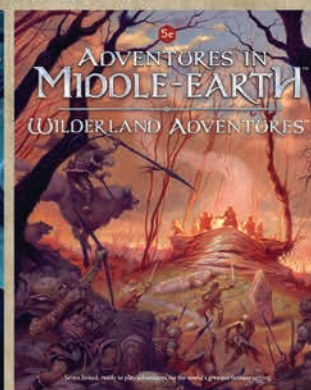


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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

From the Editor/Foreword: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

Cover Story: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

Features: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

Spotlights: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

Previews: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



Designer Diaries: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

Reviews: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



Exclusives: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

Games Section: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

GAMES

GAMES

ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON

ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #203
GTM contains articles on gameplay previews and reviews, game related fiction, and up! combined games and game models, along with solicitation information on upcoming game releases.
GTM 203 \$3.99

ALC STUDIO

FIRESTORM ZERO: EUROPE CYCLE EXPANSION
From the bloodlines in the Cold Country! This first expansion to Firestorm Zero introduces the Bloodlines, another entirely new monster family! First, enhance your Specialists with all new powers! The Europa Cycle also includes four double-sided map tiles with new terrain, as well as new locations and adventures ("The Battle of Lost Children," "Lightning Hurt," and "The Last Road").
Scheduled to ship in November 2016.
AIC FTZ02 \$1.99

KEY

There are symbols and terms found throughout Game Trade Magazine. They mean the following:

Offered Again (O/A)
These items have been listed before in Game Trade Magazine and are available again for you to order. Don't forget to order what you missed the first time.

P!

Your store will set the price for all items labeled "P!" Check with your retailer

GAMES

INFLATABLE WW2?
Scheduled to ship in November 2016.

17POD SHELL (USED BY THE SHERMAN/FIRELY)
AIC RHSHEDU003 \$15.00

75MM AP SHELL (USED BY THE M4 SHERMAN)
AIC RHSHEDU001 \$10.00

88MM SHELL (USED BY THE TIGER I)
AIC RHSHEDU002 \$15.00

SPOTLIGHT ON

JIM HENSON'S LABYRINTH: THE BOARD GAME
Will Sarah manage to defeat Jareth and his labyrinthine, or will the Goblin King turn little baby into a golden ball? You have fifteen hours to find out! Play with up to four friends in this fun family board game based on Jim Henson's beloved classic, Labyrinth. Scheduled to ship in November 2016.
AIC LHAB001 \$50.00

ALDERAC ENTERTAINMENT GROUP

SPOTLIGHT ON

MYSTIC VALE: VALE OF MAGIC EXPANSION
The forces of nature and God's blessings are not enough to stop the force from spreading throughout the valley of Vale. The divide clans are now harnessing the power of arcane magic to repel the light and hold the land. While arcane magic offers heavenly destruction, it can quickly overwhelm those who are unable to control it. The Vale of Magic Expansion adds new enhancement and role cards to the base Mystic Vale game, giving players more card-crafting options and exciting new possibilities! powerful combat!
AEG 584 \$29.99

SIEGE
Brains & Brawn! As a would be King, you control a cadre of brave warriors and truly subjects. To win you must move your pieces, strategically, defeat your opponent's plans, and strike when the opportunity presents. Lose your King and your opportunity to rule dissolves. Defeat your king and your place in history will be remembered forever! Siege is an elegant game of deception, intrigue and deduction. Scheduled to ship in December 2016.
AEG 588A \$24.99

ASMODEE EDITIONS

AYE DARK OVERLORD! (THE RED BOX)
In the land of evil, one battle, and the fantasy storytelling game is back for round two! Aye Dark Overlord! The Green Box, whatever an Emperor fails to quell a rebellion on an Evil Duke kidnaps the wrong lady, someone has to take the blame. In Aye Dark Overlord!, players tell their best stories to an unending master in the hopes that they won't be blamed for the latest failure of Evil to triumph over Good. Aye Dark Overlord! The Green Box is a new version of the game that's complete game on its own, but can also be played with the Red Box or the original Fantasy Flight Games version of the game for even more variety! Scheduled to ship in December 2016.
ASM 5111 \$24.95

AYE DARK OVERLORD! (THE RED BOX)
Aye Dark Overlord! The Red Box is the classic version of the storytelling game where Semant gives their best excuses to oppress their and make them suffer the wrath of their Dark Overlord! The Red Box is the perfect framework for their story! It's up to their wits to avoid the Withering Lords of the Dark Overlord and live to name another day. Scheduled to ship in December 2016.
ASA 5110 \$24.95

DEUS: EGYPT EXPANSION
Take control of the legendary civilization of Egypt in Deus Egypt, the first expansion to Deus. Inspired by the challenges and adventures of Ancient Egypt, Deus Egypt adds a whole new realm of choices to your base game with 56 new building cards. Fully compatible in any combination with your current Deus building cards, you can choose to reap vast nation gains, or use the active new deck on its own. Scheduled to ship in December 2016.
ASN DEJ502 \$29.99

ATLAS GAMES

OFFERED AGAIN

O/A LOST IN R'LYEH CARD GAME (CALL OF CTHULHU)

"Lost" is a terrible and ancient city, risen from the depths of the Pacific, by a great curse. There, Cthulu lies both dead and dreaming, waiting to consume any who venture near. Lost in R'lyeh, a card game of escaping dread Cthulu and certain madness, players are trapped in H.P. Lovecraft's short story, "The Call of Cthulu." From the mysterious discovery of a profile said to dream of a dark cult, to landfall in a cyclopean metropolis and Cthulu's horrific emergence, no player can truly win, merely escape with their sanity or be forever lost in R'lyeh!
ATG 1370 \$14.95

AVALANCHE PRESS

KOREAN WAR: COUNTER ATTACK
Avalanche Press Game Co. Product

PANZER GRADIERER: KOREAN WAR - COUNTER ATTACK
Driven back into the Pusan Peninsula, Americans and South Korean Forces - soon joined by British, Turkish, and other United Nations contingents - held the line, and in the fall of 1950 launched a powerful offensive against the North Koreans. With strong, head-to-head fighting northward and other units landing by sea at Inchon, the United Nations rapidly turned their victory into a North Korean rout. Featuring Fourth Edition rules and full-color player aids, Counter Attack is a complete board game in the Panzer Grenadier series based on these Korean battles. Scheduled to ship in January 2017
APL 0329 \$89.99

BATTLEFIELD PRESS

D6 EDITION: NIKKA HIGH SCHOOL: THE ANIME AND MANGA RPG

Celebrating 20 Years of NES Home Creations! Jimmy Fung's just gave our average high school kid living in Singapore, your non-average world town. Then, two lovely young ladies enter his life: the Japanese "Hot Star" Shiori has to be a ninja clan, and Princess Araya of Sedona. Both are vying to attract him for their own benefits. Can Jimmy survive their affections and weaponry long enough, to take that Steamship across on Friday! Based on the fan-favorite comic book series created, written, and illustrated by Ben Dunn and powered by the D6 System, Nikka High School: The Anime and Manga Role Playing Game puts you in the driver's seat of the high-lying acts of NES, complete with rules on how to build a character, along with six different customizable anime templates for quick play, such as Student, Teacher, Genie, Cool Beauty, Ninja, and Mage. Scheduled to ship in December 2016.
SJP 098X01 \$29.95

BATTLEFRONT MINIATURES

DUNGEONS & DRAGONS: STORM KING'S THUNDER

Scheduled to ship in October 2016.

FIRE GIANTS
GFF 71053 \$40.00

FROST GIANT
GFF 71054 \$40.00

STORM KING ROYAL GUARD
GFF 71052 \$50.00

BELLWETHER GAMES

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

Featured Item: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

Offered Again: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON

Spotlight On: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI or Please Inquire: Your FLGS or FLCS will set the price for all “Please Inquire” products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer’s/Suggested Retail Price (MSRP/SRP) for the product.

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STAR WARS™

LEGION™

SWL10 | \$12.95 | General Veers Commander Expansion

SWL11 | \$24.95 | Snow Troopers Unit Expansion

Available 1st Quarter 2018



"Imperial troops have entered the base!"

—Echo Base officer, *Star Wars: The Empire Strikes Back*

The icy fields of Hoth seemed like a perfect place for the Rebellion to hide from the Imperial Navy—and for a time, they were. But the insult suffered from the destruction of the Death Star was too much for the Empire to simply brush aside. And just as they launched a deadly ground assault in *The Empire Strikes Back*, so players can now bring the Battle of Hoth to their games of *Star Wars™: Legion* with two new expansions:

- **General Veers Commander Expansion**
- **Snowtroopers Unit Expansion**

Prepare for a Surface Attack

With the *Star Wars: Legion Core Set* alone, Imperial players could already field a fearsome army of Stormtroopers and 74-Z Speeder Bikes, led by none other than Darth Vader himself. Still, with the release of these first expansion packs, the Galactic Empire gains new options for developing and diversifying their armies.

General Veers, the Imperial commander who spearheaded the walker assault on Echo Base, is a master of ground battle tactics, and in him, the Empire finds a new commander to lead armies into battle. In *Star Wars: Legion*, an army can have up to two commanders, meaning that players could use Darth Vader, General Veers, or even both as the commanders



of their forces in the battle to quash the Rebellion. Still, although he shares the rank of commander with Darth Vader, the two leaders could scarcely be more different.

Darth Vader is a terrifying force on the field of battle, using his lightsaber and his mastery of the Force to carve his way through Rebel battalions with ease. Though General Veers is certainly capable of holding his own in battle with his E-11 blaster rifle and his hand-to-hand combat training, he truly shines as an inspiration to the troops around him. General Veers can help the troops around him prioritize targets and take aim before they fire, making every attack more powerful—an effect that's compounded if he's commanding mighty walkers like the AT-ST.

Along with the leadership that he brings to the field of battle, General Veers also has a significant influence on the outcome of your game with his three personal command cards and the host of upgrade cards found in this *Commander Expansion*. Every commander in *Star Wars: Legion* comes with three unique command cards, and by including General Veers in an army, players gain access to his personal command cards. Whether players are calling in an alpha strike from advancing walkers or harnessing the rigid power of Imperial discipline, the command cards and upgrade cards in this expansion help lead the Empire to greatness.

Of course, players won't have to send General Veers into battle without a squad of Snowtroopers to back him up. Snowtroopers are hand-picked from the Galactic Empire's finest troopers, outfitted with special gear to withstand even the harshest freezing environments, such as the ice plains of Hoth. Within the *Snowtroopers Unit Expansion*, players find seven unpainted, easily assembled Snowtrooper miniatures to form into a squadron and lead into battle.

Snowtroopers have many of the same abilities as Stormtroopers—including the same standard-issue E-11 blaster rifles. Still, there are some crucial differences between the Stormtroopers included in the *Core Set* and the Snowtroopers that players find accompanying General Veers. For one, the protective thermal gear worn by Snowtroopers slows their movement, making them slower to cross the battlefield than a squad of Stormtroopers. Still, they're able to make up for it with their steady advance, opening fire even as they advance towards enemy lines.

Another key difference are the heavy weapon troopers that join the Snowtroopers in battle. Stormtrooper squads are typically supplemented by soldiers wielding the DLT-19 heavy blaster rifle or the HH-12 rocket launcher, but Snowtroopers can target vehicles with their T-7 ion disruptor rifle—or use even more deadly forms of attack against infantry. In a freezing cold environment, few soldiers are wearing adequate protection against flames: a fact that the Empire's flametroopers, commonly embedded within squads of Snowtroopers, are eager to test.

Make Landfall on Hoth

Imperial reinforcements are on their way—bringing the full assault power and tactics from one of the Empire's greatest victories to your players' tabletops. Invite your players to experience the Battle of Hoth with two new *Star Wars: Legion* expansion packs:

- **General Veers Commander Expansion**
- **Snowtroopers Unit Expansion**

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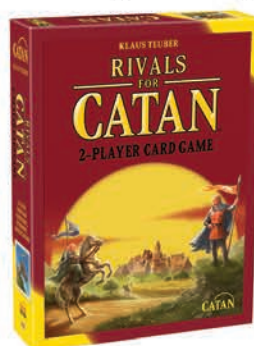
FANTASYFLIGHTGAMES.COM/SWLEGION

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RIVALS FOR CATAN™

The First Catanians

Rivals for Catan™ is a two-player card game set in *Catan*. In *Rivals for Catan*, each player takes charge of their own principality, dictating the fate of its settlers. In addition to building settlements, roads, and cities, you can build many life improving additions to your realm. You can even hire helpful heroes. All of this improvement will expand your influence in an attempt to thwart your opponent's efforts.



Both *Rivals for Catan*, and *Rivals for Catan: Deluxe™* come with three themed scenarios that introduce additional card sets and game mechanics. The deluxe version of the game comes with useful card trays for organizing your game play as well as highly sought after promotional cards no longer obtainable elsewhere. Today, we want to introduce you to "The First Catanians," an introductory scenario to get you started.

Set Up

You and your opponent each has a set of starting cards. You'll begin by placing two settlement cards connected by a road. You will also have six numbered regions (lumber, wheat, sheep, brick, ore, and gold) placed diagonally adjacent to each settlement.

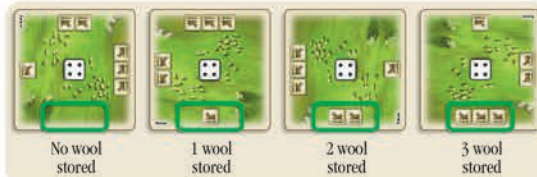
Nearby, you will set up draw decks for events, regions, roads, settlements, cities, and expansion cards. Over the course of the game, you will produce resources and expand your principality, hoping to be the first player to score seven or more victory points.

Your Principality:



Producing and Storing Resources

On your turn, you roll the production die and both players produce resources based on the die result and your own principality's set up. You do not need to spend your resources immediately. You can store up to three resources in a region by rotating the region card. By strategically leveraging your regions, you will be able to save enough to afford more and greater improvements.



Eventually, you will want to expand beyond your initial settlements. You must build new settlements along your center row. Each settlement each must have exactly one road between them. When you build a new settlement, you gain access to 2 additional resource-producing regions which you place at the corners of your new settlement. Just like in *Catan*, you will eventually replace your settlements with cities. However, in *Rivals* cities do not increase your production. Instead, they allow you to build more expansions adjacent to the city.

The Expansions

As you develop your principality, you can add expansions to your settlements and cities. Expansions can be buildings, heroes, trade ships, and more. Each settlement has space for two expansions. Cities increase this to four expansions.

Each turn you may draw an expansion card from the top of a draw deck, or you can spend resources to search a deck for a specific card! You'll end each of your turns with three expansion cards, so you'll need to manage your hand as you develop your short and long-term plans.



Other Factors

You'll find that there are many paths to victory in *Rivals for Catan*. Don't forget to upgrade your settlements into cities and to take advantage of production booster. By learning how to properly put these simple building blocks together, you'll be ready for more advanced strategies before you know it.

As you master the introductory scenario, you'll want to expand your games with additional cards and options included in the game. We'll address the other scenarios in a future article, but if you want to dive right in, go for it! You'll also find that the two expansions to *Rivals for Catan*, *Age of Darkness* and *Age of Enlightenment* each contain three additional scenarios to play through with the new cards included in the expansions.

Grab a friend and a copy of *Rivals for Catan* and experience this incredible 2-player game set in *Catan*!

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Wardlings™

WARDLINGS

WZK 73319 — 24..... \$7.99 | Available February 2018!

WizKids, the industry leader in quality pre-painted miniatures, wishes to transport you to an imaginative world with its newest line of youthful RPG miniatures. Putting a fresh twist on classic fantasy ideas like creatures and character classes, prepare to step into a land in which children and their companions hold magical powers and travel the lands in search of adventure. Welcome to the realm of *Wardlings*.

Set to launch this February, *Wardlings* is designed with younger RPG players and their families in mind, though anyone from any play level can enjoy these fascinating characters. The figures, each about 1" tall, are packed with endless potential, sporting finely painted details which help to tell the back story for the adventurer. However, the most powerful means of telling a Wardling's story is the player's own imagination.

Within the world of *Wardlings*, children are the adventurers who've gained their powers at a young age. Their powers, however, are fleeting. As the children mature, they begin to lose their powers, and even lose the ability to see their companion. Should a Wardling ever be defeated in battle, their companion will transport them to their home where they wake up one year older. This has its costs, because when a Wardling enters adulthood, they lose their powers and most forget they ever adventured in the first place, as everyday responsibilities take hold. A young Wardling must learn to live every day to the fullest and always strive to protect the land for future Wardlings.

Wardlings come in a variety of familiar classes such as Wizards, Druids, Fighters, Rangers, Clerics, and Rogues. Each has unique traits that fit their class, but also a magical companion that accompanies them. Being able to call forth and see these companions, which can be creatures like badgers, living trees, flying snakes, and even a Genie, is a trait only children that are pure of heart and perform good deeds are capable of. The bonds of friendship are incredibly strong between a Wardling and their companion — together they're able to defeat evil creatures and overcome any obstacle that lies ahead!

The first series of *Wardlings* will consist of six children, each packed with their companion. More classes and their companions are scheduled for future release, but for now, let's discover a bit more about the adventurers that will be kicking off this new and exciting series of pre-painted miniatures.

Picked on when he was little, the Wardling Boy Fighter is always willing to help those in need, especially those being bullied. Along with his trusty Battle Dog companion, he can be found in a city or field looking to help those who could use a hand.

Smart and brave, the Girl Wizard Wardling was able to learn the mystic arts! Casting spells and thinking fast has led her Genie companion to bond with her as they bring magic to the Wardling group to help fight evil in the land.

Raised in the woods, the Boy Druid Wardling is able to speak with animals and plants of all kinds. Always on the lookout for any that would harm the woods, he and his Tree companion also show kindness and the way home to the good adults and children who become trapped or lost within the forest.

Stealthy and dangerous, the Girl Ranger Wardling and her Lynx companion will always find the perfect spot to fire arrows at their foes! Using the environment to their advantage, they can climb and swing to rescue those in danger from the evil forces of the land.



Sometimes things don't go your way. On those days, it helps to have someone who can heal and light the way. The Boy Cleric Wardling and his Winged Snake companion bring light and courage to dark places, as well as healing and kindness where there is despair.

Thief to some, hero to all of good heart, the Girl Rogue Wardling is known for getting into and out of tough spots without anyone knowing she was there. Her trusty Badger companion can spot enemies from the cover of water or woods, and ensures her friends are never surprised.

This is only the beginning for these young heroes. Made for gamers and families of any age who are young at heart and ready to embark with these stylized adventurers, *Wardlings* will be a welcome addition to any tabletop. Be on the lookout for *Wardlings* at your Friendly Local Game Store, scheduled to arrive in February this year.

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JAMES
ERNEST

Tak

PATRICK
ROTHFUSS

A Beautiful Game
University Edition



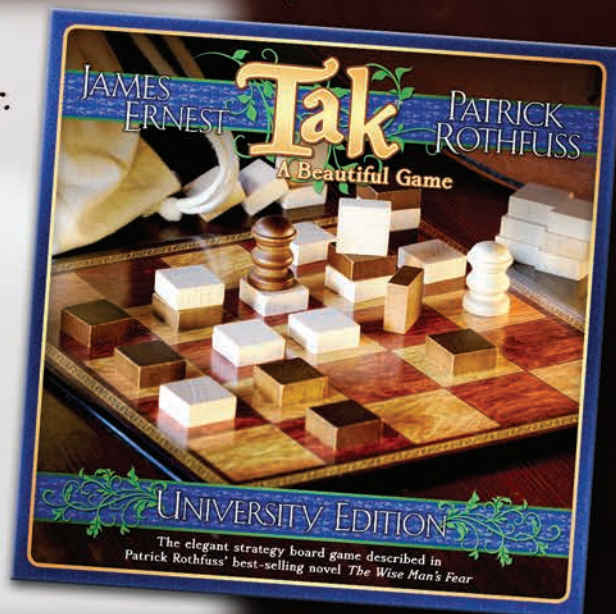
jamesernest.com/tak

Tak is the beautiful abstract game described in Patrick Rothfuss' bestseller *The Wise Man's Fear*. It is an elegant two-player game, a refined diversion from the court of Vintas.

"Tak is the best sort of game: simple in its rules, complex in its strategy." –Kvotbe

The University Edition of **Tak** is a compact and portable new version of this classic game.

Available **February 2018**



Blood & Plunder

Adventure Scenario: Raze

Throughout its initial year of business, Firelock Games has been hard at work generating new content to complement its first release of 17th century pirates, privateers, soldiers, and native peoples of America in the battle for the lands – and seas – of the New World. Not all development is based on historically-accurate miniatures and gaming accessories, though. Many gamers of the genre, creative and history fans themselves, appreciate new and diverse scenarios in which to exercise their newly-acquired *Blood & Plunder* treasures. This is a small taste of the content to come in the form of a complete and playable scenario.

RAISE OR BE RAZED

In a time where everything is ripe for the taking, one needs only a bit of incentive to claim what could rightfully be theirs. Today, a rowdy band of raiders have done just that! A small island town, a popular stopover for sailors in the warm waters of the Caribbean, has found itself under siege by a swarm of bloodthirsty pirates who have written to the governor of the territory with an indication that they're just as happy to raze the community to the ground as to accept the hefty denominations of silver they've demanded and be on their way. The inhabitants of the town have pleaded for more time to raise

the funds and, given the high price on their heads, were permitted three days to gather themselves.

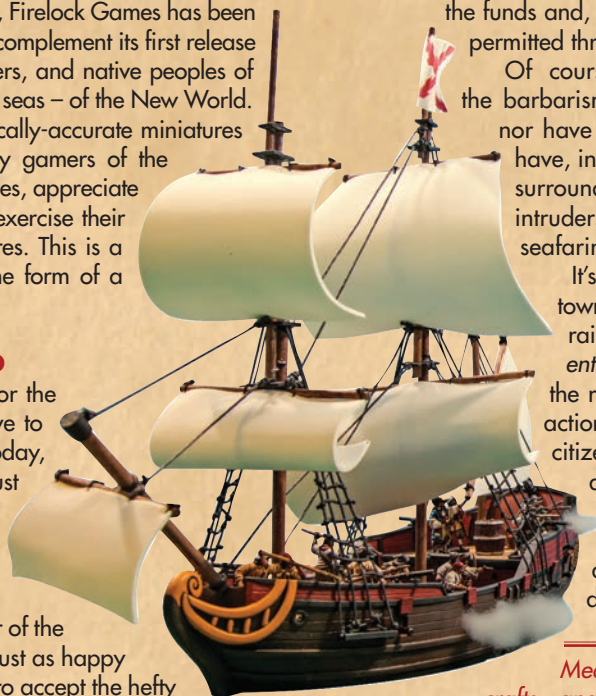
Of course, unwilling to submit themselves to the barbarism of piracy, the town and local governor have not bothered to raise funds at all. They have, in fact, ventured to gather forces from their surrounding towns and villages to fight off the intruders and reclaim their homes from those seafaring barbarians!

It's only when the people of the seaside town return home with allies in tow that the raiders realize their folly. Incensed by the *entirely unexpected* betrayal of their trust, the raiders take the offensive route and set to action razing the buildings, while the returning citizens of the town launch into their attack in an attempt to save their territory!

In short: The attacker (the raiding party) seeks to destroy buildings that are vital to the defender (citizens), and the defender must stop this from happening!

...

Meagan likes coffee, history, sci-fi, hobby crafts, and fun games. She especially loves any combination thereof, even more if it's all five simultaneously.



Land

SETUP:

Defender selects or places two size 1 objective buildings (Fortitude 2, Integrity 2) along the centerline of the board, at least 6" from any table edge and at least 12" from each other.

SCENARIO RULES:

For every four units in the attacking force, one may take the *Torches* Equipment for no additional cost.

DEPLOYMENT:

Defending player chooses one board edge; the attacker takes the opposite.

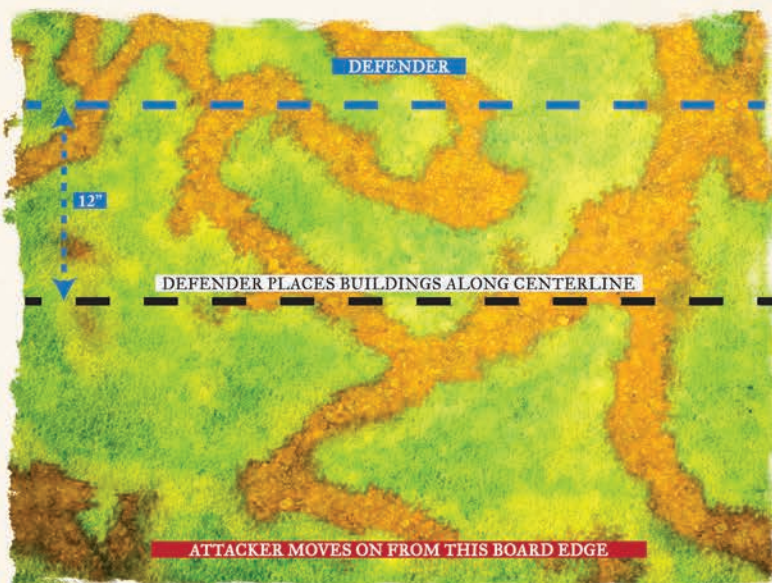
Forces deploy as shown in the deployment diagram. The attacker may not move any Artillery on to the board until the start of Turn 3.

GAME LENGTH:

Six turns

OBJECTIVES:

- Defender gains a Strike Point if an objective building is on fire or is destroyed at the end of the turn.
- Attacker gains a Strike Point if there are no objective buildings on fire or destroyed by the end of Turn 3 or later.





SHADOWRUN ZERO DAY



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THE WORLD OF SMOG RISE OF MOLOCH

THE WORLD OF SMOG: RISE OF MOLOCH

COL SM002..... \$99.99 | Available Q1 2018!

The Industrial Revolution has brought great prosperity to the British Empire. Giant factories churn out new products at a rapid pace. But those factories also belch out huge gouts of black, greasy smoke. This causes the skies over London to be perpetually darkened, and a foul rain to fall almost constantly on the city's denizens. In these rain-choked streets and alleyways, a new Cult has started to plot against her majesty, Queen Victoria. They seek the fractured pieces of the Moloch Stone. When all of them have been brought together, the forgotten god Moloch will once again enter the world. The task of saving the Queen falls to the Gentlemen of the Unicorn Club. This extraordinary group of individuals come from all over the British Empire, each with their own, unique abilities and training that make them oddly suited to the task of preventing a new era of flame and ruin.

The stage is set for *The World of SMOG: Rise of Moloch* from CMON. The game utilizes a 1-vs-Many system, where one player takes on the role of the Nemesis, controlling the actions of the Agents and Minions of the Cult of Moloch, while the others become a Gentleman of the Unicorn Club. Over the course of six Chapters, the players vie for Moloch Stones. Each encounter has its own special rules and objectives that both sides are looking to complete. The winning side of each Chapter will be granted a bonus in the next encounter.

Gentlemen fall into one of four Job categories that will define what they're good at during the game. Knights are big and powerful. Mekamancers are good at ranged attacks. Arcanists help the other Gentlemen live up to their full potential. And the Dilettante is the master of having the right tool for the job. During each Chapter, players select a particular Role that their Gentleman will play during the encounter.

Meanwhile, the Nemesis has plenty of tricks up their sleeve. Each Chapter they'll have an array of Agents and Minions they can send onto the board. Minions are plentiful, though fragile. Agents, on the other hand, are almost as powerful as a Gentleman, with their own special abilities they can unleash during the game. The Nemesis also has access to the Chaos deck. These cards give the Nemesis all sorts of benefits when played, from making their Agents and Minions more powerful for short bursts, to forcing a Gentleman to reroll their attack, to spawning new Minions on the board.



At the start of each round, both the Gentlemen and the Nemesis place their activation cards face-down on the Activation Board. One at a time, the cards are flipped over, showing who's next to activate. During their turn, a Gentleman will move around the board and attack the Nemesis' forces, spending precious Ether to enhance their already-phenomenal abilities. But players must beware, for each Ether they spend will go directly to the Nemesis player's pool. It is often a delicate balancing act, as players decide when they want to boost their abilities at the cost of giving their opponent the ability to enhance their Agents or use special Nemesis powers that can greatly alter the situation in the Chapter.

Between Chapters, players can upgrade their character's abilities, equip new gear, and prepare for the next conflict. The Gentlemen will head back to their club and regroup, sharing information about what happened and healing up from their wounds. But for every enhancement the Gentlemen players get, the Nemesis will be right beside them, able to modify their own powers. The longer the Gentlemen take when preparing for the next Chapter, the more the Nemesis will be able to consolidate their power.

In the end, either Moloch will be spawned and London will fall, or the Gentlemen will once more protect the Empire from its downfall.

The fate of London, and all of the world, is at stake. The Cult is in the final stages of bringing Moloch back to the world. Will Queen and Country stand tall at the end of the day, or will the planet be consumed in smoke and flame?

The World of SMOG: Rise of Moloch will be available in your FLGS in Q1 2018.

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Jason "Polar Bear" Koepp is a Content Producer for CMON and Editor in Chief of the Tabletop Gaming News website. He lives in Atlanta where he enjoys baking and sharing the results with the others in the CMON offices.



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greater/than/games.

SENTINEL COMICS ROLEPLAYING GAME STARTER KIT

GTG SRPG-SKIT \$19.95 | Available Now!

The super team of Cam Banks, Dave Chalker, Philippe-Antoine Ménard of Critical-Hits Studios, and Christopher Badell, Editor-in-Chief of Greater Than Games LLC, have created the Starter Kit for *Sentinels Comics: the Roleplaying Game*. As designers, they were inspired by roleplaying games such as *Fate*, *Cortex Plus*, and *Apocalypse World*, but also sought to bring the comic book flair of the *Sentinels of the Multiverse* card game to the table. Designed with a focus on description-based question/answer mechanics, *Sentinel Comics: the Roleplaying Game* mirrors the “frame by frame” sense of action seen in comic books with simple, fast-paced resolution rules based on satisfying and easy to learn dice rolls. The theme is carried throughout the game by the art in the instruction booklets, as well as the larger-than-life heroes controlled by the players.

With the Starter Kit, players play as one of six heroes from the pages of *Sentinel Comics*. The Game Moderator takes the role of villains, minions, environments, and more.



Sentinels Comic: the Roleplaying Game is an action-packed tabletop roleplaying game, but if you’re looking for the next great competitive head-to-head racing game, *Lazer Ryderz* is for you. Race through the galaxy against your fellow Ryderz to see who is the fastest!

LAZER RYDERZ

GTG LAZR-CORE..... \$39.95 | Available Now!



Lazer Ryderz is a TRON-inspired trackless racing game for two to four players that combines light push-your-luck with area denial and strategy elements. It was designed by Nicole Kline and Anthony Amato of Cardboard Fortress Games. Each player chooses a Ryder: the base game includes Galactic Waveryder, Lazer Shark, Super Sheriff, and Phantom Cosmonaut, with more promo characters available. Ryderz race by forming their lazer paths using preformed punchboard pieces.

Pieces are placed according to the gear the Ryder is in, with straight, soft-angled turns, and hard-angled turn pieces. In addition to their lazer paths, Ryderz also have unique abilities that can be activated to help them complete their goal of capturing all three Prizms. Ryderz capture Prizms by crossing their lazer path through the Prism. Only one Ryder may collect all three Prizms, activating the portal to move on to greater parts of the galaxy, so speed is both critical and dangerous. The faster a Ryder travels, the harder it is to turn - if a Ryder cross another player’s lazer path, that Ryder is toast! Can you be the fastest Lazer Ryder?

...

Greater Than Games, LLC is a leading tabletop game developer and publisher based out of St. Louis, Missouri. Established in 2011, Greater Than Games is well-known for delivering engaging, richly-themed, highly-replayable card and board games.



SENTINEL COMICS

THE ROLEPLAYING GAME



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DOKMUS

AND THE RETURN OF EREFEL EXPANSION



DOKMUS

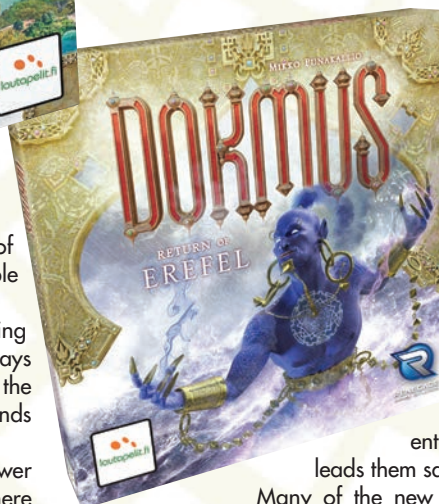
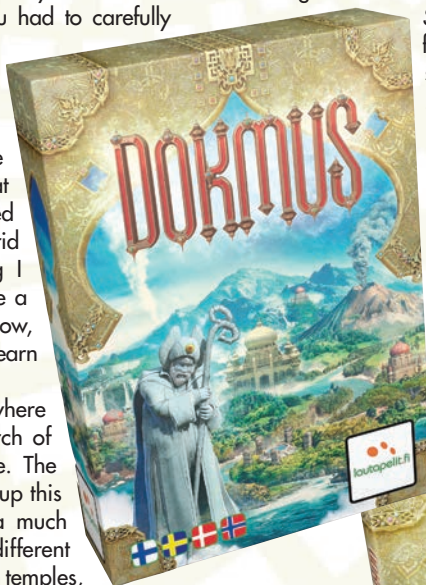
RGS 00598 \$40.00 | Available January 2018!

Do you remember those puzzles you had as a kid? The 3x3 grids with one piece missing that you had to carefully manipulate to create the full picture with all the pieces in the right place? I loved how satisfying those puzzles were and was shocked that no one had turned them into a game... at least, not yet. And then I discovered *Dokmus*. This elegantly simple grid exploration game is everything I could have hoped for. There are a lot of great games available now, but not many that are so easy to learn with such great depth.

Dokmus is a fantasy island where you lead an expedition in search of the ancestral god of your tribe. The eight map tile pieces that make up this island are each divided into a much smaller grid and contain many different types of terrain. Volcanoes, temples, forests, ruins, and water are scattered over the map and you must successfully lead your followers to a variety of different zones to collect a winning number of points. Seems simple enough, right?

So, here's the catch. On your turn, you place three tokens representing your expanding tribe. Starting the game on one edge, you must always connect future tokens to one of your color to move further. Exploring the map takes far more tokens than you have available, and the game ends when you run out of all your little wooden bits.

Luckily, at the beginning of each round, you draft a special power that allows you to channel energy from this mystical island. This is where *Dokmus* really shines! These special powers allow you to do a variety of different things, but most of them involve moving the very earth beneath your tribe! Shifting, rotating, and swapping the tiles gives you access to a much larger area of the map and allows your tribe to sneak to temples and sacrifice their friends at the volcanoes, which they'd never have reached without these terrain-shifting abilities. It's a wonderfully satisfying puzzle!



DOKMUS: RETURN OF EREFEL EXPANSION

RGS 00803 \$25.00 | Available January 2018!

Dokmus was originally released by Lautapelit.fi at the *Internationale Spielstage* in Essen Germany in 2016, but has been very difficult to find outside of Europe. Renegade Game Studios is now publishing this strategic game for North America and also brought the expansion, *Return of Erefel*, to your FLGS.

Return of Erefel focuses on one of the original guardians of the island, Erefel. His task was to help the expeditions to the island in crossing the stormy waters and revealing the way into the dark forests. But he neglected his task, leading to the expeditions suffering. As punishment, Erefel was banished from the island. He would not be permitted to return until he was ready to assist the expeditions again.

Erefel spent many years trying to find ways to make life easier for the worshippers arriving to the island. After traveling far and wide, he discovered a more advanced culture which had developed roads that would survive even the harsh conditions of the island of Dokmus. After presenting his findings to Dokmus, Erefel was allowed to return to his position.

In this expansion, players will have access to a new guardian power, new map tiles, and scenarios that effect the landscape. Erefel is very connected with nature and will protect his followers when they are travelling through water or forests. Usually, a player would have to sacrifice a token to enter these types of terrain, but Erefel leads them safely through.

Many of the new options in the expansion affect movement in new ways. The road terrain tiles help the exploring tribes move more quickly across the land, speeding up access to the far reaches of the map. The three scenarios also accelerate movement in different ways. Ice will freeze all the water allowing it to be crossed more rapidly, but only in a straight line. Winds push players across roads and meadows, skipping spaces as they go. Water acts as a lake, filling the empty space in the grid with water that can be traversed, connecting all the map tiles. While the other possible scenarios affect movement, Sun gives players access to ruins powers across the whole map. When a ruin is activated by a player, a special action may be taken on that particular map tile. With Sun, the action may be used anywhere on the map.

These new scenarios and abilities add more excitement to each player's turn without adding much complexity. *Dokmus* is a clean and beautifully designed game that's even more replayable with the *Return to Erefel* expansion. Lead your tribe to glory in *Dokmus*!

...

Sara Erickson is the Director of Sales and Marketing for Renegade Game Studios. She is a life-long board game enthusiast, loves hiking in the epic wilderness of Montana, and has a mangier of unusual pets.



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ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #218

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 218 \$3.99

9TH LEVEL GAMES



BEARICADES

The evil LUMBERCO wants to cut down protected forests! These lumberjacks will Stomp, Dynamite, and Sneak through a forest to make room for their big, bad bulldozers and tree-chopping chainsaws! Recruit Bears and other Forest Creatures to defend your woods from hordes of Greedy and Evil Lumberjacks in Bearicares! Using 16 unique Animals and your drafted predator allies, can your forest survive? Grrrrrr! Scheduled to ship in February 2018.

IMP 9LG2500 \$25.00

ALDERAC ENTERTAINMENT GROUP



THE CAPTAIN IS DEAD: EPISODE 2

The Captain is Still Dead! The Crew has been captured and taken to an alien prison planet. Now they must escape their cells, avoid patrolling aliens, and get away! Scheduled to ship in May 2018.

AEG 7018 PI

ACADEMY GAMES



878 VIKINGS: VIKING AGE EXPANSION

The *Viking Age Expansion* adds several new scenarios, game components, mechanics, and victory conditions to 878 Vikings, including Christian Churches, Pagan Relics, Viking Settlements, and Holy Places. Scheduled to ship in April 2018.

PSI AYG5502 \$40.00

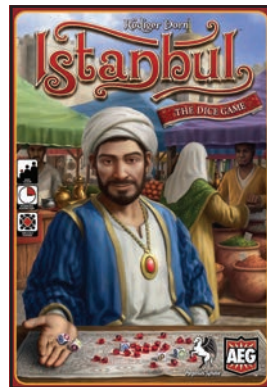
OFFERED AGAIN



O/A MARE NOSTRUM: EMPIRES

In *Mare Nostrum - Empires*, play as one of five leaders of the Ancient World: Caesar of Rome, Hammurabi of Babylon, Cleopatra of Egypt, Pericles of Greece, and Hannibal of Carthage as you strive for Cultural, Military, or Commercial dominance of the Ancient World. Recruit Heroes and create Wonders, expand trade caravans, build cities to collect taxes, construct temples, and build the Pyramids to display your stature in this world - and the next!

PSI AYG5420 \$75.00



ISTANBUL: THE DICE GAME

Are you ready for a trade competition? If so, you'll need to acquire the coveted rubies faster than your competitors! Fortunately, you're not alone: your assistants will collect goods and money for you. Use your income wisely to invest in improved abilities or save for purchasing rubies! With a little bit of luck and the right strategy you'll be victorious and become the Master of the Trade Guild in this dice-themed addition to the award-winning *Istanbul* series of games!

AEG 7024 \$29.99

ARCANE WONDERS



SENSHI

You are Senshi, Warrior-Monks studying diligently under the tutelage of an ailing master. To be chosen as successor, you must first develop four attributes: strength, agility, wisdom, and honor. A true master must be strong in all of these. Scheduled to ship in April 2018.

PSI AWGAW02SS \$19.99

THE ARMY PAINTER



PROJECT PAINT STATION

Designed to hold 30 assorted Warpaints and seven brushes, *The Army Painter Project Paint Station* is the perfect tool for the immaculate hobbyist that wants all their Warpaints within easy reach and sorted for their painting project.

TAP TL5023 \$29.99



RUNEWARS: UTHUK Y'LLAN PAINT SET

Scheduled to ship in January 2018.

TAP WP8028 \$29.99

ASMADI GAMES



FEALTY

The King is dead - and your eyes are set on the throne! To be victorious in the coming succession struggle, you must spread your influence across the countryside. Every space you capture brings you one step closer to the crown in *Fealty*, a game of positioning and territory control. Scheduled to ship in December 2017.

ASI 0200 \$30.00



GOLD THIEF

Theft - with Style! Steal, bluff, and bribe your way to victory in *Gold Thief*! Scheduled to ship in December 2017.

ASI 0002 \$5.00



ONE DECK DUNGEON: PLAYMAT

This Neoprene playmat for use with *One Deck Dungeon* features fantastic art painted by Naomi Robinson. Scheduled to ship in December 2017.

ASI 0086 \$25.00



ASI 0081 \$25.00

ONE DECK DUNGEON: FOREST OF SHADOWS

A standalone expansion for *One Deck Dungeon: Forest of Shadows* contains new heroes, dungeons, perils, and foes, including new mechanisms (Poison and event Perils). Scheduled to ship in December 2017.

ONE DECK DUNGEON: GLOOPING OOZE PLUSHIE

During the Kickstarter campaign for *One Deck Dungeon: Forest of Shadows*, one of the stretch goals was to create a plushie of the Glooping Ooze card from the original *One Deck Dungeon*. Partnering with Symbiote, this soft, oversized plush (almost a foot tall!) features detailed stitching and embroidery to depict the finest purple slime fiend friend! Scheduled to ship in December 2017.

ASI 0085 \$25.00



RED7 INTERNATIONAL

The rules of Red7 are simple - have the best card! But, Red is just one of seven games you'll be playing. If you're not winning the current game at the end of your turn, you're out - and the last player standing wins the round!

ASI 0051 \$12.00

ASMODEE EDITIONS



FEATURED ITEM



ATTACK OF THE JELLY MONSTER

Take cover! A gigantic, gelatinous alien is wreaking havoc in our city in *Attack of the Jelly Monster*! Fortunately, the army is taking matters into their own hands: a drone is slowly sucking up the monster to jettison it back into space. However, the government wants to study the alien creature and needs to collect as many samples as possible. Hold your positions! Deploy your squad to the different districts to collect the jelly and watch your back... the competition is fierce! Scheduled to ship in March 2018.

ASM AJM01 \$19.99



FEATURED ITEM



CIV

In CIV (*Carta Impera Victoria*), a game of civilization-building and diplomacy, be the first to reach supremacy in any field and you'll make history. But, pay attention to your opponents' advances! Building temporary alliances may be the best way to prevent the other rivals from advancing their agendas. And remember, sometimes the best defense is a good offense! Scheduled to ship in March 2018.

ASM LUCV01 \$24.99



FEATURED ITEM



PERUDO

Bluff and cajole your way to total victory in *Perudo*! Based on the ever-evolving and ever-delightful game of *Liar's Dice*, *Perudo*'s style and color bring an all-new attitude to this classic game of dice rolling, bluffing, and surprises! Scheduled to ship in March 2018.

ASM PER01 \$19.99



FEATURED ITEM



UNLOCK! A NOSIDE STORY

A thick smoke lingers over the region... Professor Noside has returned to ruin your day! It's up to you to stop him before it's too late in *A Noside Story* for *Unlock!* Scheduled to ship in March 2018.

ASM NLK07 \$14.99



FEATURED ITEM



UNLOCK! THE ADVENTURES OF OZ

Re-enter the land of Oz! Follow the Yellow Brick Road to adventure and pay a visit to the wizard, meet some familiar friends, and challenge the Wicked Witch of the West in *The Adventures of Oz* for *Unlock!* Scheduled to ship in March 2018.

ASM NLK09 \$14.99



UNLOCK! TOMBSTONE EXPRESS

The train you're escorting through the Wild West contains some precious cargo. It's up to you to survive the adventure and escort it home safely in the *Tombstone Express* for *Unlock!* Scheduled to ship in March 2018.

ASM NLK08 \$14.99

AVALANCHE PRESS



GREAT WAR AT SEA: JUTLAND 1919

Imperial Germany laid down her last dreadnought in January 1915, and never completed her. But planning continued for new classes of battleships, battle cruisers, armored cruisers, and scout cruisers. All understood that they could not possibly be built during the course of the ongoing First World War, but would be laid down afterwards. Across the North Sea, the British Admiralty had no clear idea of what the Germans might be planning to build, but planned their own new dreadnoughts to carry ever-more-powerful armaments. A supplement for *Great War at Sea: Jutland*, *Jutland 1919* studies the German and British drawing-board battleships designed during the First World War that would never actually be launched. It includes background essays, 40 new scenarios, and 80 new die-cut playing pieces. Scheduled to ship in April 2018.

APL 0881 \$29.99

BACKSPINDLE GAMES

DANCE OF THE FIREFLIES

Tomkins, his Lordship's longest serving and most trusted horticulturalist, is retiring, and the prized position of Head Gardener is up for grabs. Join his team of green-fingered underlings as you compete to create the most beautiful flower bed in the garden. The more flowers you plant, the more Fireflies will visit your patch, and that's a sure way to please her Ladyship and see your career blossom in *Dance of the Fireflies*. Scheduled to ship in December 2017.

NJD 410504 \$24.99



www.CalliopeGames.com

THE MANSKY CAPER

An offer you can't de-fuse!



Work together. Help yourself.
Don't get blown up!



BANDAI

SPOTLIGHT ON!



DRAGON BALL SUPER THEMED BOOSTER SET 1 DISPLAY (24)

These themed boosters have a different mix of cards than standard packs, providing card lineups based around specific themes. This expansion's theme is the 'Tournament of Power', featuring current characters from *Dragon Ball Super!* Build a mono-color deck with warriors from the same universe, or a multi-colored deck with warriors from Universe 7! Scheduled to ship in May 2018. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
BAN DB07733.....PI

BRAIN GAMES



DOODLE RUSH

Doodle Rush is a fast-paced family and party game which will keep you on your toes and challenge you to be quick on the draw! Scheduled to ship in December 2017.
BGP 5458\$19.95



BURNING GAMES



FAITH: BODIES IN THE CLOSET MINIATURE SET

This set of four 35mm-scale, high quality resin miniatures for use with *Faith: The Sci-Fi RPG* includes Vash'Uh, Remko, Yi Lee, and Anuka. Scheduled to ship in April 2018.
BRG BGE01015.....\$49.99



FAITH: NEFARIOUS FOLK NPC DECK

The *Nefarious Folk NPC Deck* is a deck of cards for use with *Faith: The Sci-Fi RPG* that contains 54 cards designed to work with Seedsheets, a series of one-shot ideas to get started with the universe of *Faith* or spice-up your campaigns. Scheduled to ship in April 2018.
BRG BGE11005.....\$14.99



FAITH: TOOLS OF THE TRADE GEAR DECK

The *Tools of the Trade Gear Deck* is a deck of cards for use with *Faith: The Sci-Fi RPG* that contains 54 cards designed to work with Seedsheets, a series of one-shot ideas to get started with the universe of *Faith* or spice-up your campaigns. Scheduled to ship in April 2018.
BRG BGE11004.....\$14.99

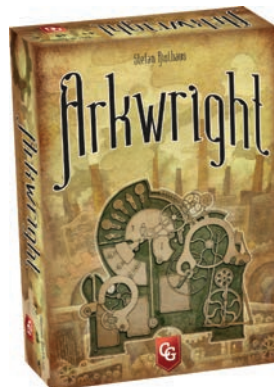
CALLIOPE GAMES



THE MANSKY CAPER

In *The Mansky Caper - An Offer You Can't De-Fuse!*, an explosive, press-your-luck game, you'll be robbing rooms and dodging booby traps that go boom! Al Mansky, the most ruthless and illustrious Mob Boss ever, has never shown the Family the respect it deserves! Well, Big Al is away on vacation and it's time to even the score! We're breaking into his mansion and absconding with all his loot! During *The Mansky Caper*, players take turns navigating through Big Al Mansky's mansion, cracking safes to reveal valuables, explosives, and thrilling plot twists. Share your loot with others in your room, call in favors to perform skillful actions, and above all, make sure you stash your share at the getaway car before you hear a BOOOOM! Work together to help yourself... just don't get blown up! Scheduled to ship in April 2018.
CLP 135PI

CAPSTONE GAMES



ARKWRIGHT: 2ND EDITION

In the 17th and 18th centuries, merchantmen sailing under the English flag dominated the seas and international trade. But, the Navigation Acts restricted foreign ships from partaking in trade between England and her colonies. Richard Arkwright was one of the English inventors and businessmen who developed the first advanced machines and founded early factories. England's Industrial Revolution has brought the opportunity for you to establish your manufacturing company and earn hefty profits serving the growing demand. Hire workers, build machines, modernize your factories, develop innovative technologies, and produce and sell your goods throughout England. Careful planning and outsmarting your competition will allow you to earn the most valuable stock portfolio in *Arkwright*, a game of economic strategy and skill. Scheduled to ship in April 2018.
CSG ARK01\$79.99



THE CLIMBERS

They gazed at the massive structure of colorful blocks neatly stacked before them. The goal was simple: climb to the highest level possible. The catch? You can only touch surfaces that match your player color or the neutral surface. To help you ascend, you may move and rotate blocks, use ladders, and position blocking discs to divert fellow climbers. Scale to greater heights in *The Climbers*, an easy-to-learn, all-wooden, 3D strategy game. Scheduled to ship in November 2017.
CSG SC1001.....\$49.99

CATALYST GAME LABS



SHADOWRUN RPG: DARK TERRORS

You heard the scream. It's important to remember that. Sometimes, when it's late, and you hear something that sounds like a scream echoing through dark alleys, you try to convince yourself that it was something else. An animal. An illusion. Anything but what it sounded like. But it was a scream. You heard it, and you'll hear it again, because in the Sixth World, the supply of terror is growing. Bug spirits work to devour corporations from within. Shedim claim dead bodies and mobilize to their own dark ends. And the hidden corners of the metaplanes and the Matrix contain creatures that are best not imagined, because to imagine them is to sever ties with reason. A plot sourcebook for use with *Shadowrun, Fifth Edition* and *Shadowrun: Anarchy, Dark Terrors* is a catalog of the horrors lurking under the surface of the Sixth World. With plot updates and hooks, critter stats, and campaign information presented in an immersive style, it's an invaluable resource for players ready to stay on the edge of their seats. Scheduled to ship in April 2018.
PSI CAT27231\$44.99

SHADOWRUN RPG: BETTER THAN BAD

Scheduled to ship in April 2018.
PSI CAT27203\$49.99



SHADOWRUN CROSSFIRE DBG: PRIME RUNNER

This Prime Runner Edition of the Shadowrun: Crossfire Deckbuilding Game features updated and revised rules, redesigned character cards, and new missions designed to streamline the game and make it more accessible. Scheduled to ship in April 2018.

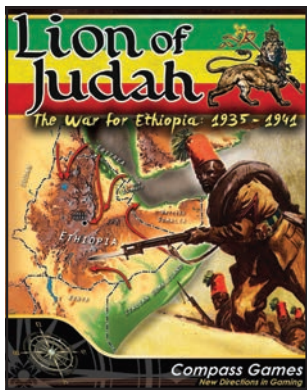
PSI CAT2700X.....\$59.99

SHADOWRUN CROSSFIRE DBG: REFIT KIT

The Refit Kit contains only the new rules and material included in the Primer Runner edition of Shadowrun: Crossfire Deckbuilding Game. Scheduled to ship in April 2018.

PSI CAT27750.....\$24.99

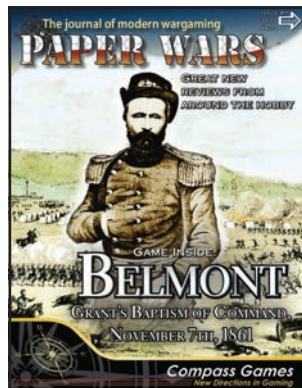
COMPASS GAMES



LION OF JUDAH: THE WAR FOR ETHIOPIA

Lion of Judah: The War for Ethiopia, 1935-1941 is a two-player wargame simulating two campaigns located in the Horn of Africa - Italy vs. Ethiopia in 1935-1936, and the British Commonwealth and Ethiopia vs. Italy in 1940-1941. Scheduled to ship in January 2018.

CPS 1054.....\$69.00



PAPER WARS #87: BATTLE OF BELMONT

Ulysses Grant - who is he? Prior to the battle of Belmont at Belmont on November 7, 1861, this was a valid question. General Grant's Belmont offensive was his first action in the war, providing him and his green mid-western troops much-needed experience. Scheduled to ship in January 2018.

CPS 087.....\$46.95

CORVUS BELLI

ARISTEIA!



DICE PACK

CVB CBAR103.....\$10.89



MAXIMUS 'THERMOPYLAE'

CVB CBAR110.....\$23.97

INFINITY



ALEPH THORAKITAI

CVB 280858-0691.....\$30.47



ARIADNA 3RD HIGHLANDER GREY RIFLES (HMG)

CVB 280193-0695.....\$13.03



COMBINED ARMY THE CHARONTIDS (PLASMA RIFLE)

CVB 280688-0692.....\$18.48



MERCENARIES WARCORS, WAR CORRESPONDENTS (STUN PISTOL)

CVB 280728-0690.....\$11.17



NOMADS DIE MORLOCK GRUPPE

CVB 280591-0696.....\$33.74



PANOCEANIA CROC MEN

CVB 280297-0694.....\$18.48



TOHAA IGAO

CVB 280934-0693.....\$18.48

CRYPTOZOIC ENTERTAINMENT



DC COMICS DBG: CROSSOVER PACK 7 - NEW GODS

The New Gods are a race of ultra-powerful beings who inhabit two warring planets in a faraway galaxy - New Genesis and Apokolips. No teams to be found here - it's every God for themselves as Orion, Mister Miracle, Big Barda, Kalibak, Granny Goodness, and Darkseid battle it out in the DC Comics Deck-Building Game! Instead of the usual Super-Villain stack, there are two stacks of Homeworld cards, each with a special ability that all players can take advantage of, as many of the New Gods have spent time on both sides of the conflict. Scheduled to ship in June 2018.

CZE 026445.....\$13.00

DC SPYFALL

In this exciting variation on the social deduction game *Spyfall*, players take on the roles of DC's greatest super-heroes as they gather for a secret meeting at an iconic location, such as the Batcave, the Daily Planet, the Fortress of Solitude, Arkham Asylum, or S.T.A.R. Labs. The problem? One of them is secretly the Joker in disguise! And, where the Joker goes, Harley Quinn usually follows! Scheduled to ship in June 2018.

CZE 019967.....\$25.00



RICK AND MORTY: THE RICKS MUST BE CRAZY MULTIVERSE GAME

Take on the roles of Rick, Morty, Zepp, and Kyle and introduce wondrous Power-making technology to the worlds you've created - then steal it for yourself! That is, if your opponents don't get to it first! This engine-building game (of sorts) takes place in the four locations ('Verses') from the far-out *Rick and Morty* episode "The Ricks Must Be Crazy": the Rickverse, Microverse, Miniverse, and Teenyverse. Due to time dilation and other pseudo-scientific malarkey, the lower you travel in the 'Verses', the greater number of Actions you'll have each round. But some of those lower 'Verses' are a bit primitive, so the Contraptions you build to use all that sweet Power might not work so well! Scheduled to ship in April 2018.

CZE 22661.....\$20.00



WALLET

In *Wallet*, players attempt to locate a plausible ID card and either acquire bribe money or ditch extra currency. Holding multiple IDs and several types of currency will get you locked up for sure! And, there might be an undercover cop in your midst - if only he can find a badge! Feel free to reach into the wallet... you never know what you'll find. Players may even stash cards there hoping to be rid of them or save them for later. The multiple pockets and zippered areas on the working cloth wallet allow you to bluff your opponents or lead them into traps. Scheduled to ship in June 2018.

CZE 02673.....\$30.00

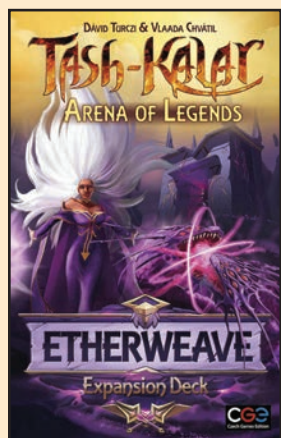
CZECH GAMES EDITIONS

SPOTLIGHT ON

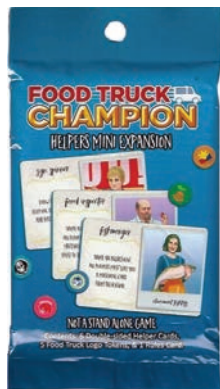
TASH-KALAR: ETHERWEAVE EXPANSION DECK

Arcane beings transform the arena, intertwining space and time, bringing visions of things yet to come. Play with the threads of causality, itself, when you embrace the tactics of *Etherweave* in this third expansion to *Tash-Kalar: Arena of Legends*. Scheduled to ship in February 2018.

CGE 00044.....\$12.95



DAILY MAGIC GAMES



FOOD TRUCK CHAMPION: HELPER'S MINI EXPANSION

This mini expansion for *Food Truck Champion* introduces 12 Helpers with powerful actions you can tap into during play. Each card is double-sided, and as a Helper is activated, the card is flipped to reveal a new Helper with a different action. Scheduled to ship in April 2018.

PSI DMGFTC002.....\$5.00

DAN VERSSEN GAMES



GAMER PACK

Scheduled to ship in January 2018.
DV1 GP.....\$49.99



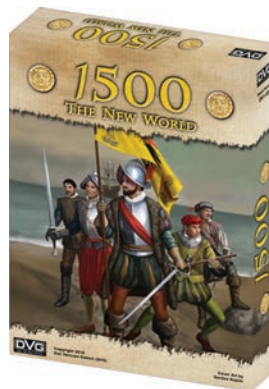
PHANTOM LEADER DELUXE MINIATURES

Scheduled to ship in January 2018.
DV1 025A.....\$39.99



THUNDERBOLT APACHE LEADER MINIATURES

Scheduled to ship in January 2018.
DV1 017A.....\$24.99



1500 - THE NEW WORLD

Explore the New World! Build Colonies! Crush all who stand in your way! Earn fame and glory for your Empire in *1500 - The New World*. Scheduled to ship in January 2018.

DV1 009.....\$49.99



1500 - THE NEW WORLD: EXPANSIONS

Each expansion for *1500 - The New World* includes 112 cards and a rulesheet, complete with a deck of player cards to play that Nation, and a deck of AI cards that run the country as a nonplayer, making *1500* a fully solitaire gaming experience! Scheduled to ship in January 2018.

ENGLAND

DV1 009C.....\$24.99

FRANCE

DV1 009B.....\$24.99

NETHERLANDS

DV1 009E.....\$24.99

PORTUGAL

DV1 009F.....\$24.99

SPAIN

DV1 009D.....\$24.99



1500 - THE NEW WORLD:

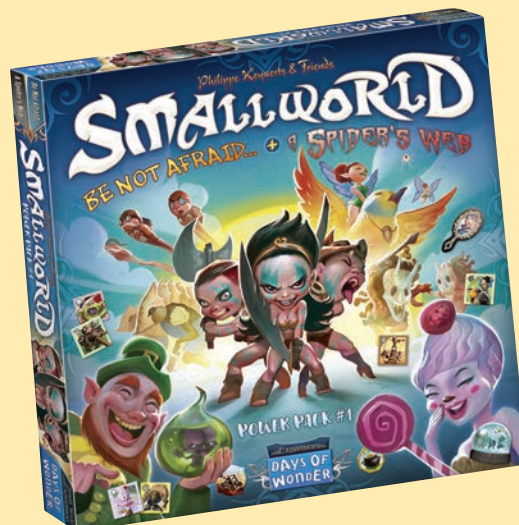
NEOPRENE ROLL UP GAME MAT

This neoprene game mat measures 17" wide by 22" tall! Scheduled to ship in January 2018.
DV1 009A.....\$24.99

DAYS OF WONDER



FEATURED ITEM



SMALL WORLD: POWER PACK #1 EXPANSION

Small World: Power Pack #1 contains all of the content from the *Be Not Afraid...* and *A Spider's Web* expansions combined in one box! Bolster your games of *Small World* with eight races and eight new powers, adding even more exciting content to the ever-popular game of area control. Scheduled to ship in March 2018.

DOW DO7923.....\$29.99



FEATURED ITEM



SMALL WORLD: POWER PACK #2 EXPANSION

The *Small World: Power Pack #2* contains all of the content from the *Cursed!*, *Royal Bonus*, and *Grand Dames* expansions combined in one box! Bolster your games of *Small World* with eight races and ten new powers, adding even more exciting content to the ever-popular game of area control. Scheduled to ship in March 2018.

DOW DO7924.....\$29.99

DEVIR AMERICAS

GRETCHINZ

The greenskin's passion for speed and violence is known throughout the galaxy. It's not uncommon to see (from a reasonably safe distance, of course) little crowds of Orks from different clans take any excuse to launch their best 'Gretchinz' into insane races where they pilot buggies which have been slapped together with whatever is at hand. There's no need to point out that firepower and speed are far more important than the safety of the racers when it comes to the design of such contraptions. Now you, too, can recreate these frantic races, pitting these crazy speed freaks against each other with *Gretchinz!*, the hilariously violent, card-driven racing game set in Games Workshop's *Warhammer 40,000* universe. Scheduled to ship in March 2018.

DVR GRETCHINZ.....\$34.99



DIAMOND COMIC DISTRIBUTORS

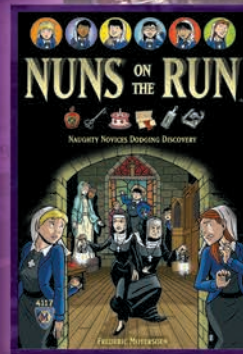


ELVIRA MISTRESS OF THE DARK SPECTRAL SWITCHBOARD

Tired of the same old dull messages from the dead? Your favorite ghostly gal is here to open the lines of communication to the other side! Elvira Mistress of the Dark lends her particular brand of sexy snark to your party as you let the spirits visiting you speak their piece on the *Spectral Switchboard*. Follow the planchette as it dances across the custom board revealing the secrets of the other side. Scheduled to ship in December 2017.

DIA STL064256.....PI

NUNS ON THE RUN



The naughty novices are on the loose! Will they find their secret desire, whether a birthday cake or a love letter and sneak back to their cells, or will the nuns put them to bed? It's nuns vs. novices in this classic game of hide and seek!



2-8



45-60



10+



Learn to Play



Mayfair Games®

mayfairgames.com

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GAMES

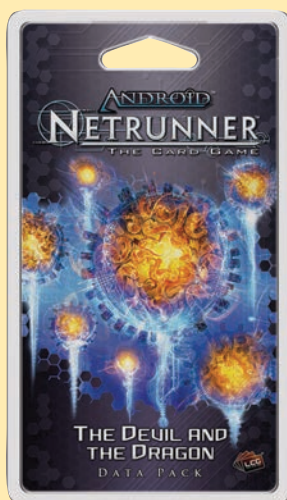
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FEB
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29

FEATURED ITEM


**ANDROID NETRUNNER LCG:
THE DEVIL AND THE DRAGON DATA PACK**

The establishment of the Sub-Saharan League has launched Africa to a new position as a center of technological advancement. Fueling this hotbed of innovation is the Weyland Consortium, with their SSO Industries subsidiary proven to be a profitable venture. Despite their contributions to the SSL, SSO Industries has been shut out of construction for the potential second beanstalk on the banks of Lake Victoria. What plans does Weyland have for this beanstalk, and will their focus distract them from the Runners on the fringe, waiting for a chance to strike? The fourth Data Pack in the *Kitara Cycle* for *Android: Netrunner*, *The Devil and the Dragon* features three copies each of twenty new cards and continues to explore the Sub-Saharan League in the world of *Android* through the eyes of new Criminal and Weyland Consortium identities. Scheduled to ship in March 2018.

FFG ADN53 \$14.95

FEATURED ITEM

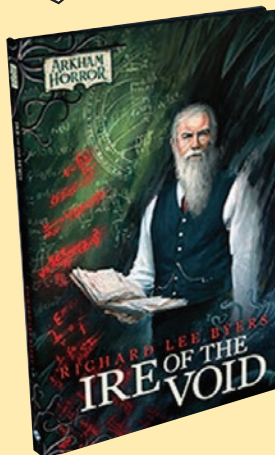

**ARKHAM HORROR LCG:
DIM CARCOSA MYTHOS PACK**

Journey to the realm of madness in the stars with *Dim Carcosa*, the sixth and final Mythos Pack in the *Path to Carcosa Cycle* for *Arkham Horror: The Card Game*. Your investigations into The King in Yellow have led you to the warped city where Hastur reigns. Will you be able to end the madness and return, or will you become just another lost soul? Scheduled to ship in March 2018.

FFG AHC17 \$14.95



FEATURED ITEM


**ARKHAM HORROR:
IRE OF THE VOID HARDCOVER**

How could six stars vanish from sight all at once, never to reappear? Norman Withers has, perhaps, made the greatest scientific discovery in the history of Miskatonic University, one that could earn him prestige and international fame. There's only one problem - nobody believes him. So, when a young student of Albert Einstein, himself, comes to Arkham, Norman seizes the chance to prove his discovery to the world. But, when the physicist mysteriously goes missing, Norman finds himself in a desperate fight against time and the creatures that defy scientific explanation.

In *Ire of the Void*, a thrilling novella by Richard Lee Byers, players can take on the role of the investigator with detailed, full-color inserts of Norman Withers' gathered evidence, complete with the astronomer's notes. In addition to a hardcover copy of the book, *Ire of the Void* includes four promotional cards to allow readers to build a deck for Norman Withers in *Arkham Horror: The Card Game*.

FFG NAH12 \$14.95



FEATURED ITEM


**A GAME OF THRONES LCG: 2ND EDITION -
SANDS OF DORNE EXPANSION**

House Martell has waited long for vengeance. Seventeen years have passed since the death of Elia Martell at the hands of Ser Gregor Clegane and the invading Lannisters during Robert's bloody rebellion. Over those long years, their hatred has festered and grown in the shadows. The Martells have been unable to quench their thirst for justice - and now, only blood can sate their appetites! A deluxe expansion for *A Game of Thrones: The Card Game*, *Sands of Dorne* brings House Martell squarely into the sunlight, giving them the cards they need to go toe-to-toe with any other faction in the game. Here, you'll find powerful new versions of House Martell's most iconic and dangerous characters - all intent on bloody revenge - including Doran Martell, The Red Viper, Ellaria Sand, Quentyn Martell, Nymeria Sand, and Areo Hotah. Scheduled to ship in March 2018.

FFG GT30 \$29.95

STAR WARS

LEGION



SNOWTROOPERS UNIT EXPANSION

SWL11 \$24.95



GENERAL VEERS COMMANDER EXPANSION

SWL10 \$12.95



Full contents not shown.

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FEATURED ITEM



LEGEND OF THE FIVE RINGS LCG: DISCIPLES OF THE VOID - PHOENIX CLAN PACK

The mystical Phoenix mediate between worlds - the physical and the spiritual, appealing to the very soul of the land. Mountains collapse at their whispered requests, dry rivers are convinced to flow again, plagues are banished, restless ghosts return to slumber, and crops flourish in previously barren wastelands. More than that, the Phoenix are the caretakers of the Emperor's soul. In tune with the spiritual side of Rokugan, they would be the first to know if things were to fall out of balance... Primarily focusing on the Phoenix Clan, *Disciples of the*

Void features a different spell for every element, a bevy of Shugenja with powerful effects, and a new role card. Each Clan Pack for the *Legend of the Five Rings: The Card Game* contains 78 new cards (three copies each of 25 different cards and one copy each of three different cards). Scheduled to ship in March 2018.

FFG L5C08 \$19.95



FEATURED ITEM



THE LORD OF THE RINGS LCG: THE WILDS OF RHOVANION DELUXE EXPANSION

As the shadow of Mordor extends its reach, ever more people are torn from their homes and left without safety or refuge. When you're met with one such band of wanderers, you find yourself honor-bound to deliver them to a new setting where they may finally find peace. But the road is treacherous and fraught with dangers. Will you be able to keep them safe? Who knows what you may encounter over the Edge of the Wild? Battle Orcs, Wargs, and Spiders, and protect your allies at all costs in *The Wilds of Rhovanion!* A Deluxe Expansion for *The Lord of the Rings: The Card Game*, *The Wilds of Rhovanion* explores the vast, untamed country of Rhovanion in three original scenarios that take you from the Vales of Anduin, through Mirkwood Forest, and into the Iron Hills. With an expansive 156 cards, *The Wilds of Rhovanion* introduces new ways to expand your quests and help you master the art of trade, as perfected by the merchants of the Dale. Scheduled to ship in March 2018.

FFG MEC65 \$29.95



FEATURED ITEM



MANSIONS OF MADNESS 2ND EDITION: SANCTUM OF TWILIGHT EXPANSION

The Fading of the Light! Arkham is under threat once more, but this time, evil is not emerging from beyond the veil that divides worlds. It comes from within the city itself! The Order of the Silver Twilight is a powerful, esteemed society within Arkham, but their secretive nature naturally incites your curiosity. What are they really up to and what are their motives? A deluxe expansion for *Mansions of Madness*, *Sanctum of Twilight* challenges players to investigate the occult happenings and horrors that haunt the once-quiet city of Arkham, Massachusetts. With previously unseen tiles and cards, a new monster, and two new investigators, this expansion takes a closer look at the wealthy and upstanding members of the Silver Twilight Lodge who wield forbidden arcane powers alongside their city-wide influence. Beneath a veneer of respectability, the true Order of the Silver Twilight performs rituals with mysterious motives. Scheduled to ship in March 2018.

FFG MAD26 \$29.95



FEATURED ITEM



STAR WARS: LEGION - GENERAL VEERS COMMANDER EXPANSION

Imperial commanders will soon have more options than ever before when they choose who will lead their troops into combat. An expert in ground combat, and especially noted for his use of Walkers in the surface attack on Hoth, General Veers, the first new commander for the Imperial forces, is well acquainted with leading the Empire's finest into battle against insurgents such as the Rebel Alliance. This expansion pack for *Star Wars: Legion* comes with an unpainted General Veers miniature and his three personal command cards, as well as a unit card and an assortment of upgrade cards that you can use to equip your units for battle in even the most hostile environments. Scheduled to ship in March 2018.

FFG SWL10 \$12.95



FEATURED ITEM



STAR WARS: LEGION - SNOWTROOPERS UNIT EXPANSION

There are Rebel scum to be found on any planet in the galaxy - no world is too remote or inhospitable for them. Fortunately, the legions of the Empire are ready to pursue the Rebel Alliance wherever they try to hide. Begin your pursuit with the *Snowtroopers Unit Expansion* for *Star Wars: Legion*! No matter how dangerous the freezing temperatures are on a planet, you'll quickly learn that your Snowtroopers are equipped to handle the killing cold with ease. Within this Unit Expansion, you'll find seven unpainted Snowtrooper miniatures, inviting you to field these troopers as a single unit and combat the Rebellion in even the most hostile and adverse environments, as well as an assortment of upgrade cards, allowing you to kit out your Snowtroopers for whatever you expect to face on the field of battle. Scheduled to ship in March 2018.

FFG SWL11 \$24.95



FEATURED ITEM



TWILIGHT IMPERIUM 4TH EDITION: GALACTIC PLAYMAT

Celebrate twenty years of *Twilight Imperium* with the *Twilight Imperium Galactic Gamemat*, specially designed for use with the *Fourth Edition* of the classic board game of galactic domination. This 3' x 3' mat features a slip-resistant bottom to keep your galaxy firmly grounded, making this the perfect centerpiece

for your games of *Twilight Imperium*. Scheduled to ship in January 2018.

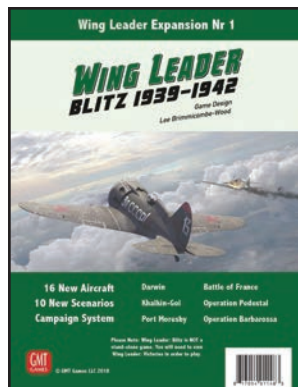
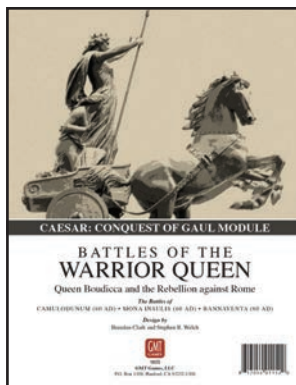
FFG UTI09 PI

GMT GAMES

GREAT BATTLES OF HISTORY: BATTLES OF THE WARRIOR QUEEN

In 60AD, Roman greed and brutality ignited a massive rebellion against Roman rule in Britain, led by the charismatic Icen queen, Boudicca. The ferocious Britons destroyed an entire Roman Legion, underscoring the severity of the threat. In the end, Roman tactics and training inflicted a stunning defeat on the barbarian horde and ended the rebellion. *Battles of the Warrior Queen* is a campaign module for use with *Caesar: Conquest of Gaul* for the *Great Battles of History* series. Scheduled to ship in January 2018.

GMT 1805 \$20.00



WING LEADER: BLITZ 1939-1942

Fly Dewoitine D.520 fighters into the cauldron of battle against German Heinkels! Lead Japanese Ki-27's against the Soviets in the skies over Nomonhan! Direct Royal Navy Fulmars and Martlets at Italian torpedo bombers in Operation Pedestal! Launch P-39D Aircobras against Japanese invasion forces approaching New Guinea! *Blitz 1939-1942* adds more aircraft and scenarios to play while expanding *Wing Leader* into new theaters of war! Scheduled to ship in January 2018.

GMT 1801 \$36.00

GOODMAN GAMES

DUNGEON CRAWL CLASSICS: #96 THE TOWER OF FACES

Summoned to a mysterious black tower made of glass, the adventurers are given a simple mission: protect the mage's estate while he's distracted weaving a mighty spell. Surviving the five days of his spellcasting requires quick wits and sharp blades, for the estate has mischievous guests and strange visitors. But, the mage demands one final task: stand by his side as he binds a great horror from beyond! Featuring cover art by Sanjulian of Warren Publishing fame (*Creepy*, *Eerie*), *The Tower of Faces* is a Level 6 *Dungeon Crawl*. Scheduled to ship in January 2018.

IMP GMG5097 \$9.99



GREATER THAN GAMES



SCYTHE: REALISTIC RESOURCES

This accessory pack contains 80 realistic resources for use with *Scythe*. Scheduled to ship in January 2018.

GTG STM608 \$30.00

VITICULTURE: MOOR VISITORS EXPANSION

The *Moor Visitors Expansion* adds 40 new visitor cards to *Viticulture*, and includes reprints of the *Promoter* and *Harvest Machine* cards. Scheduled to ship in January 2018.

GTG STM107 \$15.00



IELLO

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Scheduled to ship in February 2018.

IEL 00072 \$19.99

KENZER & COMPANY



KNIGHTS OF THE DINNER TABLE: MEN THAT HACK

In this special *Editor's Cut* the *Knights* take on enemies of the state (be they domestic, foreign, or other worldly) as their HackNoia characters are sent around the globe. This trade paperback collects and massages the classic *KoDT* strips and expands on them with over 30-pages of never-before-seen material. Scheduled to ship in January 2018.

KEN 317 \$12.99

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YU-GI-OH! TCG: KAIBA 9-POCKET PORTFOLIO

Show off your collection just like Seto Kaiba with the Yu-Gi-Oh! Kaiba's 9-Pocket Duelist Portfolio! Whether you're trying to impress your friends or just flaunt your rarest cards, this 9-Pocket Duelist Portfolio's design features Seto Kaiba, as well as artwork from two of his signature Blue-Eyes White Dragon Spell Cards: Burst Stream of Destruction and Majesty with Eyes of Blue! Each Duelist Portfolio includes 10-pages with 9-pockets per page, allowing you to display up to 180 total cards!

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Now you can carry your Deck like a champ with the Yu-Gi-Oh! Kaiba's Card Case! Featuring Seto Kaiba along with artwork from Burst Stream of Destruction and Majesty with Eyes of Blue, this Card Case is bound to strike envy among your rivals. With enough space to fit a Main Deck, Extra Deck, and Side Deck, complete with a Deck Divider, the Yu-Gi-Oh! Kaiba's Card Case is sturdy enough to last while you rise through the ranks!

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YU-GI-OH! TCG: KAIBA CARD SLEEVES PACK (50)

Strike fear in the heart of your opponents as soon as they cut your Deck with the Yu-Gi-Oh! Kaiba's Card Sleeves! Featuring Seto Kaiba and artwork from Majesty with Eyes of Blue, your Deck will look as fly as Kaiba's Blue-Eyes White Dragon jet! Each pack contains 50 tournament-legal sleeves specifically designed for the Yu-Gi-Oh! Trading Card Game.

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SPOTLIGHT ON!



YU-GI-OH! TCG: STAR PACK - VRAINS BOOSTER DISPLAY (50)

Cyberse Monsters! Link Monsters! Starfoil Cards! Following the advent of the Link era, Star Pack: VRAINS is filled to the brim with popular themes from Yu-Gi-Oh! VRAINS, including cards from the Gouki, Trickstar, and Altergeist themes. 3 cards per pack / 50 packs per display. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

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KINGS OF WAR

Scheduled to ship in February 2018.



CLASH OF KINGS 2018 SUPPLEMENT

MGE MGKW14.....\$24.99



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MGE MGKW15.....\$12.99

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Scheduled to ship in January 2018.



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Scheduled to ship in December 2017.



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Scheduled to ship in March 2018.



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Take control of your own spaceship and forge your own destiny in a cutthroat galaxy in the *Elite: Dangerous Roleplaying Game*! Travel to fantastic locations, exploring new worlds, defeating deadly enemies, and outwitting powerful opponents who will stop at nothing to destroy you in a futuristic galaxy in which spaceflight is common, amazing technology is freely available, and danger is everywhere! Scheduled to ship in February 2018.

IMP MUH051031\$54.99

FALLOUT: WASTELAND WARFARE

Scheduled to ship in May 2018.



FALLOUT: WASTELAND WARFARE - TWO PLAYER STARTER

Wargaming in the Wasteland! In *Fallout: Wasteland Warfare*, players build their own crew from a wide range of factions, allies, and iconic characters from the *Fallout* series, and play in apocalyptic campaigns using high-quality, 32mm-scale miniatures through a variety of iconic scenery and settlement buildings - from the Red Rocket and Sanctuary Hills, to Nuka-Cola vending machines and wrecked cars. Pick units or characters to be Heroic giving them access to V.A.T.S bonuses, then select a Leader who can gain Perks and other abilities to support your crew. Develop your settlement's buildings, defenses, and resources which impacts your crew's army list and abilities in the wasteland. This two-player starter set includes rules for solo and co-op play. Scheduled to ship in May 2018.

IMP MUH051235\$79.99



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IMP MUH051236\$52.99



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FALLOUT: WASTELAND WARFARE

Scheduled to ship in June 2018.



BROTHERHOOD OF STEEL KNIGHT - CAPTAIN CADE, PALADIN DANSE

IMP MUH051238\$33.99



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FALLOUT: WASTELAND WARFARE

Scheduled to ship in July 2018.



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IMP MUH051237\$33.99



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IMP MUH051240\$33.99



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IMP MUH051244\$32.99

INFINITY RPG

Scheduled to ship in February 2018.



INFINITY RPG: ADVENTURES IN THE HUMAN SPHERE

From the unreachable boardrooms of the Hyperpowers and the cold asteroids of Human Edge, to the bright allure of Maya and the dark corners of Arachne, intrigues and confrontations take place across every aspect of the Human Sphere. New plots, counter-offensives, and plans for subterfuge are deployed with a frantic pace even ALEPH would struggle to process. Walking an infinitesimally thin line amidst the political, social, and physical turmoil, agents are tasked with containing the chaos before it escalates, allowing regular citizens of the Human Sphere to live their lives, blissfully unaware of the dangers that threaten to unravel the delicate balance of powers. *Adventures in the Human Sphere* provides a collection of far-reaching missions for the *Infinity RPG*.
IMP MUH050212\$21.99



INFINITY RPG: QUANTRONIC HEAT

Amid the glittering, skyscraper-studded city block arcologies of Neoterra, the back-biting industrial espionage of the hypercorps has finally boiled over into open violence and murder... or has it? When Bureau Noir agents are called in to investigate the shocking corporate raid, they quickly discover there's a deeper conspiracy in play - a terrorist splinter group pursues a mysterious scheme of quantronic brinkmanship which threatens the entire Human Sphere! *Quantronic Heat* is a min-campaign of three interlinked scenarios for the *Infinity RPG*.
IMP MUH050208\$14.99

MINDJAMMER

Scheduled to ship in February 2018.



MINDJAMMER: CHILDREN OF ORION - THE VENU

Welcome to the Bright Empire of Venu, an ancient people of xenophobic human supremacists, survivors of an ancient war, now hellbent on cleansing the cosmos of abominations and bringing the purifying word of their undying God-Emperor to the stars! *Children of Orion - The Venu* Sourcebook provides a whole new universe of adventure for your *Mindjammer* games - a harsh and violent interstellar empire beyond the Commonality frontier. Play rebels against the domineering rule of the God-Emperor, mutated troopers and servants of the sinister Dark Radiance fighting against the cultural inroads of the Commonality - or Commonality agents themselves, working behind enemy lines to defeat an implacable foe which once devastated the Core Worlds!
IMP MUH042209\$24.99



MINDJAMMER: COMPANION

They call it the Anvil. The place where metal is forged into weapons of destruction. When you see it in anastrogation virtuality, the name seems out of place. But come with me! Let me show you the null fire of pirate fleets burning the hulls of Venu warhawks in the shadow of the Warstar! Welcome to the turbulent worlds of the Outremer subsector, out on the Commonality frontier. It's the heart of the Rim Sector, a spectacular, violent place of feuding politics in the no-man's land between the Commonality and the VenuEmpire. The *Mindjammer Companion* features history and background of the Outremer Subsector, including subsector octant maps, as well as essays on the conflicting economic systems which vie for supremacy out beyond the Frontier, five generations of Commonality starship design, new cultures and genotypes, an octant map of the Heritage Contestation, and planetary maps and writeups for 30 adventure-packed worlds!
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MINDJAMMER: ENHANCED SPACE SCHEMATIC POSTER MAP

The *Enhanced Commonality Space Schematic* is a starmap of Commonality Space, showcasing its stellar regions, sector capitals, fargates, capitals, and more. Now presented in an updated and enhanced format, this gorgeous poster map and digital file suite is the perfect complement to your *Mindjammer* game.

IMP MUH042210\$14.99



no longer human at all... Play Fringe Worlders experiencing the strangeness of the Core first-hand, or Core Worlders, sure of their superiority, until they leave their homes and are found wanting. Play planetary sentiences ruling whole worlds, ancient dynasties with plans crossing millennia, illegal xenomorphs fighting oppression and neglect in the forbidden substrates beneath the towering arcologies. A bright, bizarre, and thought-provoking milieu for your *Mindjammer* games, the *Core Worlds Sourcebook* features the history and background of the Core, including lavish maps, new genotypes, and strange subcultures.

IMP MUH042211\$24.99



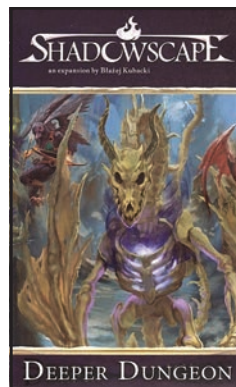
MINDJAMMER: THE PLAYER'S GUIDE

Citizens of the Commonality! It's a time of adventure, a time of opportunity! A time for humankind itself to change! Join us, in the hyperadvanced worlds of the Core or the chaos and conflict of the Fringe, and reach for the stars! Charge your blaster, thoughtcast your orders to the starship sentience, and fire up the planing engines. Come and defend the light of humanity's greatest civilization as it spreads to the stars. The universe awaits! This *Player's Guide* features all the rules you need to create and play characters in the *Mindjammer* universe - even a sentient starship! Included are descriptions and histories of the New Commonality of Humankind, as well as new starmaps, homeworlds, and genotypes of Commonality Space, and rules for the Mindscape and virtual worlds.

IMP MUH042208\$19.99

MINDJAMMER: THE CORE WORLDS

Welcome to the mind-blowing worlds of the Commonality Core - humankind's most ancient and advanced civilization; a people of deep yet divergent cultures, riven by the shock of contact with new and rediscovered worlds. The Core Worlds are where humankind began - but now, after ten-thousand years or more, maybe they're

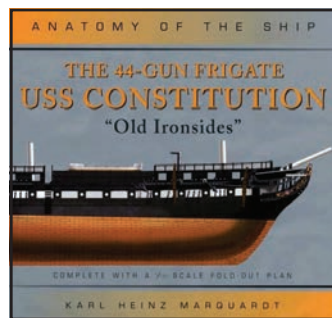


SHADOWSCAPE: DEEPER DUNGEON

Delve deeper into the deadly depths of the Nightfather's labyrinth! Expand the dungeon in *Shadowscape* with *Deeper Dungeon*, making it larger and more dangerous than ever before! Customize your heroes with a set of new skills and arm them with new gear as they step into the underworld Realm of Shadows. Face events and recruit allies to help you once again emerge as the champion of *Shadowscape*! Scheduled to ship in April 2018.

PSI NSK018.....\$15.00

OSPREY PUBLISHING



44 GUN FRIGATE USS CONSTITUTION OLD IRONSIDES

The *Constitution* was one of the first frigates built by the fledgling U.S. Navy, ordered in 1794 as a counter to the Barbary corsairs in the Mediterranean. Heavily built but fast, she was rated as a 44-gun ship, but mounted thirty 24-pounder cannons. Her most famous encounter came in 1812 when she successfully fought against the *HMS Guerriere*, earning the nickname 'Old Ironsides' when the British round shot could not penetrate her walls. Internationally-acclaimed draftsman and author Karl-Heinz Marquardt worked closely with the team at *The Constitution* to ensure that the book is accurate and up-to-date. Dozens of photographs and some 100 perspective drawings are included, along with fully descriptive keys and a large-scale foldout plan on the reverse side of the jacket.

OSP ANT080\$40.00



BATTLE OF BRITAIN 1940: THE LUFTWAFFE'S EAGLE ATTACK

The Battle of Britain was one of the most iconic campaigns of World War II, where the 'Few' of the Royal Air Force took on the might of the German Luftwaffe. Explaining Hermann Gring's plans, the Luftwaffe's capabilities in 1940, the RAF's defenses, and how the fierce aerial battles over south-east England were fought, this fully illustrated fresh study is based on original documents and new analysis by an expert on the campaign.

OSP ACM001\$20.00



SYMBAROUM RPG: ABILITIES & POWERS

This two deck boxed set contains 120 cards detailing the level descriptions of all abilities and mystical powers included in the *Symbaroum Core Rulebook* and the *Advanced Players Guide*, plus three new ones. Scheduled to ship in February 2018.

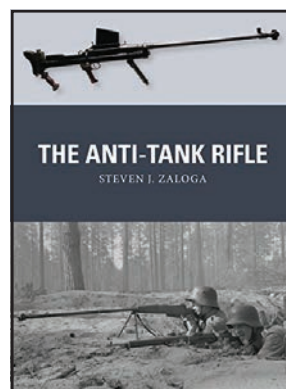
IMP MUH051162\$22.99



TALES FROM THE LOOP: OUR FRIENDS THE MACHINES & OTHER MYSTERIES

Toys suddenly developing intelligence. A mystical mummy roaming the beaches. Weird events in the local video store. A mixtape full of mysteries. Four wondrous machines. A guide to creating your own setting for the game, complete with the Norfolk Broads, a UK-based Loop. All of this and more is included in this first official module for the multiple award-winning *Tales from the Loop* RPG. Scheduled to ship in February 2018.

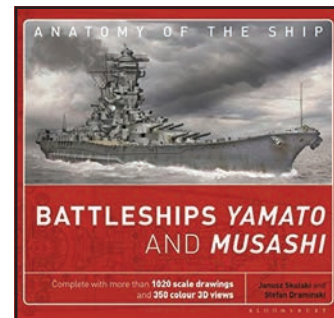
IMP MUH051314\$33.99



ANTI-TANK RIFLE

The emergence of the tank in World War I led to the development of the first infantry weapons to defend against tanks. Anti-tank rifles became commonplace in the inter-war years and in the early campaigns of World War II in Poland and the Battle of France, which saw renewed use in the form of the British .55in Boys anti-tank rifle - also used by the US Marine Corps in the Pacific. Fully illustrated and drawing upon a range of sources, this is the absorbing story of the anti-tank rifle, the infantryman's anti-armor weapon during the World Wars.

OSP WEAP060.....\$20.00



BATTLESHIPS YAMATO AND MUSASHI

Equipped with the largest guns and heaviest armor, and with the greatest displacement of any ship ever built, the *Yamato* proved to be a formidable opponent to the US Pacific Fleet in the Second World War. This book contains a full description of the design and construction of the battleship including wartime modifications and a career history, followed by a substantial pictorial section with rare onboard views of *Yamato* and her sister ship, *Musashi*, a comprehensive portfolio of more than 600 perspectives and drawings, and 30 photographs. This new edition is a genuine 'Super Anatomy' containing the most detailed renditions of these ships ever seen.

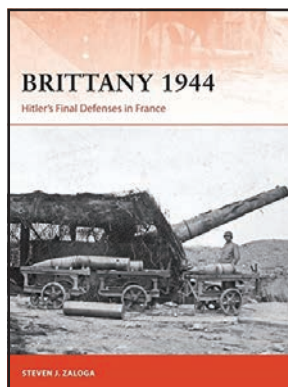
OSP ANTI105\$60.00



BOLT ACTION: CAMPAIGN - MARKET GARDEN

Market Garden was a bold plan, designed to capture the Rhine crossings along the Dutch/German border and establish a foothold for an advance into Germany. A massive combined arms operation involving airborne landings and an armored thrust, it was one of the most dramatic and controversial operations of the war. This new Campaign Book for Bolt Action allows players to command the forces facing each other across the Rhine, fighting key battles and attempting to change the course of history. New, linked scenarios, rules, troop types, and Theater Selectors provide plenty of options for novice and veteran players alike.

OSP BTC023\$30.00



BRITTANY 1944: HILTER'S GINAL DEFENSES IN FRANCE

One of the prime objectives for the Allies following the D-Day landings was the capture of sufficient ports to supply their armies. The original Overlord plans assumed that ports along the Breton coast would be essential to expansion of the Normandy beach-head. Using full-color maps and artwork, as well as contemporary accounts and photographs, Brittany 1944 is the fascinating story of the siege of Germany's last bastions on the French Atlantic coast.

OSP CAM320\$24.00



CROSSBOW

Technologically sophisticated and powerful, the crossbow has long enjoyed a popular reputation for villainous superiority because it could be used with little training as a weapon of assassination. The study of bow designs, trigger mechanisms, and spanning devices reveals a tale of considerable mechanical ingenuity; advances that produced a battlefield weapon requiring comparatively little training to use. In this study, acknowledged weaponry expert Mike Loades traces the origins, development, combat record, and lasting legacy of the crossbow, the formidable projectile weapon that played a key role in a host of battles and sieges across Europe and Asia.

OSP WEAP061\$20.00



BURROWS & BADGERS: A SKIRMISH GAME OF ANTHROPOMORPHIC ANIMALS

The Kingdom of Northymbra is a land in turmoil. King Redwolf is missing, and his son rules as regent in his stead, facing threats from within and without: growing dissension among the knights and nobles of the realm, whispers of revolution from the Freebeasts, Wildbeasts encroaching on the borders, and bandits of all stripes making the most of the chaos. Burrows & Badgers is a tabletop skirmish game set in the ancient realm of Northymbra, a kingdom where mice, badgers, toads, and other animals wear armor, wield swords, and cast magic spells. Your tabletop becomes part of the Kingdom of Northymbra, whose ruined villages, haunted forests, and misty marshes play host to brutal ambushes and desperate skirmishes. Lead your warband from battle to battle, and uphold the name of your faction, whether you stand with Reinert's Royalists, the Freebeasts of the Fox Families, or simply for your own glory or survival.

OSP BRW001\$30.00



CONCORDE POCKET MANUAL

First flown in 1969, Concorde was the first supersonic aircraft to go into commercial service in 1976 and made her final flight in 2003. Through a series of key documents, this book tells the story of how the aircraft was designed and developed, as well as ground-breaking moments in her commercial history.

OSP GM288\$15.00

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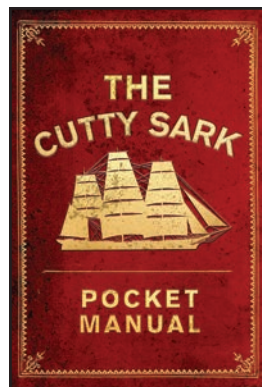
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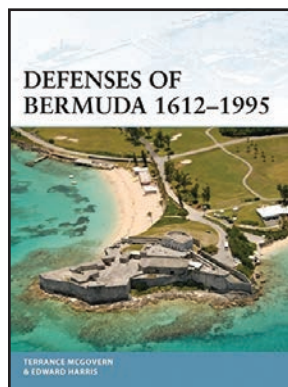
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CUTTY SARK POCKET MANUAL

Constructed on the Clyde in 1869 for the Jock Willis Shipping Line, *Cutty Sark* was one of the last tea clippers to be built - and one of the fastest. This handy pocket manual collates original documents to tell the fascinating story of how the legendary *Cutty Sark* was commissioned, her design and building, life on board, and her notable journeys.

OSP GM317\$15.00



DEFENSES OF BERMUDA 1612-1995

Bermuda has played an important military role between America and Europe for almost 400 years due to its location in the Western North Atlantic some 635 miles off the Carolinas, halfway between Halifax and Jamaica. Bermuda was a key naval base for the Royal Navy after the American Revolution in 1783, and ultimately as allies with the United States. Defending its coastline and ports has been vital, resulting in the construction of over ninety forts and batteries. This book provides an overview of the design, features, and operational history of Bermuda's fortifications - from the settlement of the islands in 1612, to the closure of the last defense base in 1995.

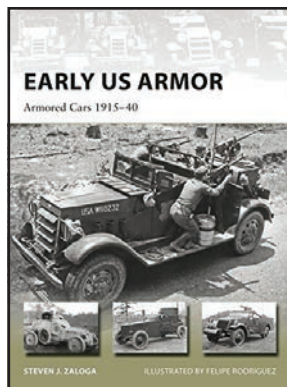
OSP FOR112\$19.00



DRACULA'S AMERICA: SHADOWS OF THE WEST - HUNTING GROUNDS

This supplement for *Dracula's America: Shadows of the West* contains a host of new rules and material, including two new factions (The Forsaken and the White Dragon Tong), new scenarios, encounters, terrain, and denizens of the Hunting Grounds, as well as new hired guns, gear, and skills.

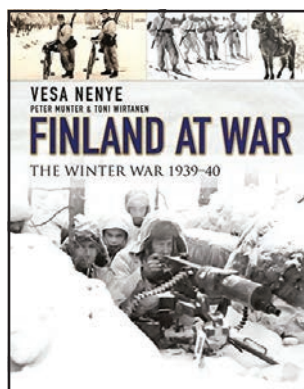
OSP DAM002\$25.00



EARLY US ARMOR: ARMORED CARS 1915-40

The first American armored cars began to emerge around the turn of the century, seeing their initial military use in 1916 during the Punitive Expedition against Pancho Villa. In this study, using detailed, full-color plates and rigorous analysis, US armor expert Steven J. Zaloga chronicles the development of the US armored car in the years leading up to World War II.

OSP NVG254\$18.00



FINLAND AT WAR: THE WINTER WAR 1939-40

The story of the 'Winter War' between Finland and Soviet Russia is a dramatic David versus Goliath encounter. When close to half-a-million Soviet troops poured into Finland in 1939, it was expected that Finnish defenses would collapse in a matter of weeks. But, they held firm. The Finns not only survived the initial attacks, but succeeded in inflicting devastating casualties before superior Russian numbers eventually forced a peace settlement. This is a rigorously detailed and utterly compelling guide to Finland's vital, but almost forgotten role in the cataclysmic World War II.

OSP GM290\$25.00



FROSTGRAVE: GHOST ARCHIPELAGO - LOST COLOSSUS

Long ago, the great Colossus of Argantheon stood upon one of the outer islands, its vast, outstretched arm pointing the way to the Crystal Pool, or so the ancient texts claim. Then, during some forgotten war, the Colossus was shattered, its parts flung across the Archipelago to lie in forgotten ruin. In this expansion for *Frostgrave: Ghost Archipelago*, players lead their warbands through a series of interlinked scenarios in a race to discover the secrets of the Colossus. Along the way, they'll encounter new monsters, discover new treasures, and even recruit a few new specialist warriors to their cause.

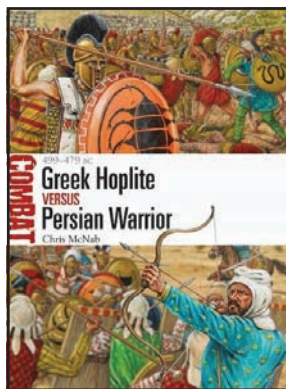
OSP FGV003\$16.00



GEBIRGSJÄGER VS SOVIET SAILOR: ARCTIC CIRCLE 1942-44

In 1941-44, Nazi Germany's *Gebirgsjäger* - elite mountain troops - clashed repeatedly with land-based units of the Soviet Navy during the mighty struggle on World War II's Eastern Front. Formed into naval infantry and naval rifle brigades, some 350,000 of Stalin's sailors would serve the Motherland, playing a key role in the defense of Moscow, Leningrad, and Sevastopol. Featuring archive photographs, specially commissioned artwork, and expert analysis, this is the absorbing story of the men who fought and died in the struggle for the Soviet Union's northern flank at the height of World War II.

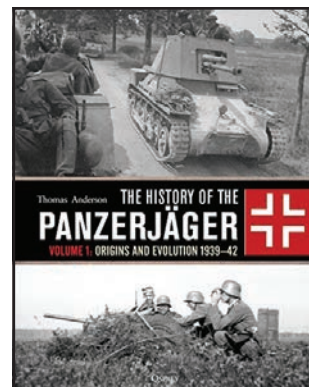
OSP CBT030\$20.00



GREEK HOPLITE VS PERSIAN WARRIOR: 499-479 BC

The Greco-Persian Wars convulsed Greece, Asia Minor, and the Near East for half a century. Through a series of bloody invasions and pitched battles, the mighty Persian Empire pitted itself against the smaller armies of the Greeks, strengthened through strategic alliances. This epic conflict also brought together two different styles of warfare: the Greek hoplite phalanx and the combined spear and projectile weapon-armed Persian infantry. Analyzing the battles of Marathon, Thermopylae, and Plataea from the eyes of a soldier, this study explores the experience of front-line combat in the Greco-Persian Wars.

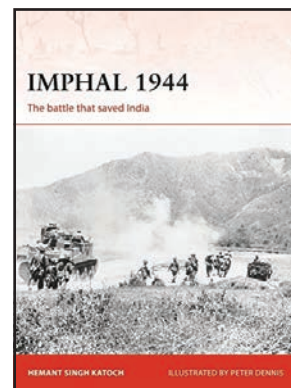
OSP CBT031\$20.00



HISTORY OF THE PANZERJÄGER: VOLUME 1 - ORIGINS AND EVOLUTION 1939-42

The German Panzerjäger, or *Panzergertruppe*, was one of the most innovative fighting arms of World War II, and its story has never properly been told. *History of the Panzerjäger* covers the whole story of the development and organization of Nazi Germany's anti-tank force - from its earliest origins in World War I, through its development in the interwar period, and its baptism of fire in the early days of World War II. This is the first of two volumes that will trace the story through the glory years of Blitzkrieg and the improvements that were made when Soviet tanks were first encountered, leading to new weapons, tactics, and organization. It's packed with previously unpublished wartime photographs, combat reports, and detailed charts and statistics to give an unparalleled account of this unique arm of the Wehrmacht.

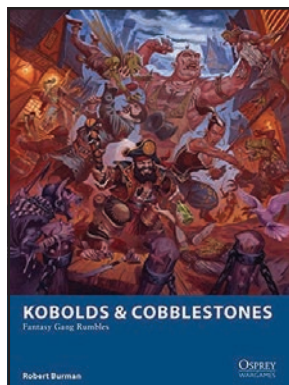
OSP GM272\$45.00



IMPHAL 1944: THE JAPANESE INVASION OF INDIA

In March 1944, the Japanese Fifteenth Army launched an offensive into India from Burma. Named 'U Go', its main objective was the capture of the town of Imphal, which provided the easiest route between India and Burma. Whoever controlled it, controlled access between the two countries. With fully commissioned artwork and maps, this is the complete story of the turning point in the Burma campaign in World War II.

OSP CAM319\$24.00



KOBOLDS & COBBLESTONES: FANTASY GANG RUMBLES

Ordinsport was a backwater on the vast Ordin River before the Council of Wizards chose it as the site of their grand experiment. After a near-catastrophic war that saw orcs, elves, dwarves, and many other traditional enemies fighting alongside each other as uneasy allies, the Council intended Ordinsport to symbolize the new peace as a shining example of old enemies living and thriving together in a new era of hope and prosperity. While the treaty has held, Ordinsport itself has fallen some way short of these lofty aims. With so many races living side-by-side, and the potential for smuggling presented by the great river itself, Ordinsport has become home to an immense black market, with an underworld dominated by a vast array of criminal syndicates, all vying for territory and influence. Crime

bosses have their pick of mercenaries, and hire ruthless gangs of goblin grunts, human thugs, dwarf barbarians, and lumbering trolls. Orcs and dwarves still may not get along, but it's amazing what a cunning crime boss can achieve by greasing a few palms with a few gold coins. *Kobolds & Cobblestones* is a skirmish wargame for rumbles between gangs in Ordinsport's seedy underbelly. OSP OWG023 \$19.00

KUBAN 1943: THE WEHRMACHT'S LAST STAND IN THE CAUCASUS

In the summer of 1942, the Wehrmacht invaded the Caucasus in order to overrun critical oil production facilities at Maikop, Grozny, and Baku. However, the Red Army stopped the Germans short of their objectives, then launched a devastating winter counteroffensive that encircled them at Stalingrad. With the help of stunning, specially commissioned artwork, this book tells the enthralling story of the impressive, but strategically foolish German stand at Kuban, which tied down seven Soviet armies in a sideshow battle of attrition, which the Soviets dubbed 'the Kuban meat grinder.' OSP CAM318 \$24.00



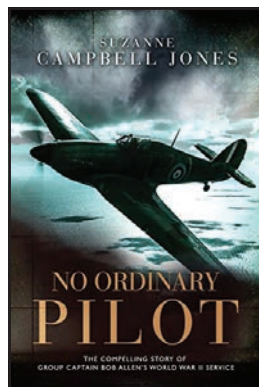
MALTA 1940-42: THE AXIS AIR BATTLE FOR MEDITERRANEAN

In 1940, the strategically vital island of Malta was Britain's last stronghold in the central Mediterranean, wreaking havoc among Axis shipping. Launching an air campaign to knock Malta out of the war, first Italy and then Germany sought to force a surrender or reduce the defenses enough to allow an invasion. Drawing on original documents, multilingual aviation analyst Ryan Noppen explains how technical and tactical problems caused the original Italian air campaign of 1940-41 to fail, and then how the German intervention came close to knocking Malta out of the war. OSP ACM004 \$20.00



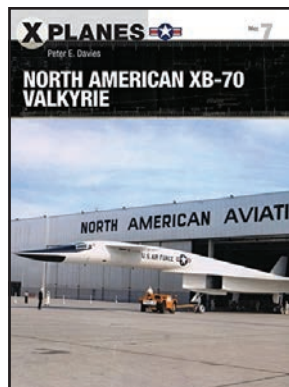
NO ORDINARY PILOT

After a lifetime in the RAF, Group Captain Bob Allen finally allowed his children and grandchildren to see his official flying log. It contained the line: 'KILLED IN ACTION.' He refused to answer any further questions, leaving instead a memoir of his life during World War II. Fleshing out Bob's careful, third-person memoir with detailed research, his daughter, Suzanne Campbell Jones, tells the gripping story of a more or less ordinary pilot, who came home with extraordinary memories which he kept to himself for more than 50 years. OSP GM291 \$28.00



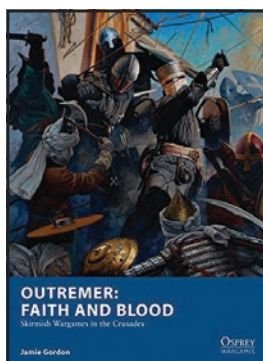
NORTH AMERICAN XB-70 VALKYRIE

Of the many futuristic military aircraft concepts created in the 1950s, the North American XB-70 still stands out as the most awe-inspiring. With its huge, white, partially-folding delta wing, its fuselage resembling a striking cobra, and its extraordinary performance, it was one of the foremost technological achievements of the 20th Century. Using full-color artwork and rigorous analysis, this is the complete story of the ultimate US Cold War military X-plane. OSP XPL007 \$20.00



OPERATION MARKET-GARDEN 1944 (3): THE BRITISH XXX CORPS MISSIONS

Field Marshal Montgomery's plan to get Second British Army behind the fortifications of the German Siegfried Line in 1944 led to the hugely ambitious Operation Market-Garden. Using specially commissioned artwork and detailed analysis, Ken Ford completes his trilogy on Operation Market-Garden by examining this attack which, if successful, could have shortened the war in the west considerably. Yet it turned out to be a bridge too far. OSP CAM317 \$24.00



OUTREMER: FAITH AND BLOOD - SKIRMISH WARGAMES IN THE CRUSADES

Outremer: Faith and Blood is a 28mm skirmish wargame featuring small groups of warriors fighting in Outremer during the Crusades. While suitable for one-off skirmish encounters, the focus of the game is a structured and progressive campaign setting in which players are able to watch their force grow and develop over a series of scenarios and encounters from a small party of five or so soldiers into a powerful warband and a score strong. Character development is key, and a wide range of troop options and factions allows a high degree of individuality and personalization. Players will also be able to recruit mercenaries and agents such as Hashashin and Varangian survivors to bolster their forces - potent but expensive additions that will add a distinct flavor to each encounter. OSP OWG024 \$19.00

ROLLING THUNDER 1965-68: JOHNSON'S AIR WAR OVER VIETNAM

The bombing campaign that was meant to keep South Vietnam secure, 'Rolling Thunder' became a byword for pointless, ineffective brutality, and was a key factor in America's Vietnam defeat. But in its failures, Rolling Thunder was one of the most influential air campaigns of the Cold War. It spurred a renaissance in US air power and the development of an excellent new generation of US combat aircraft, and it was still closely studied by the planners of the devastatingly successful Gulf War air campaign. Dr Richard P. Hallion, a vastly knowledgeable air power expert at the Pentagon, explains in this fully illustrated study how the might of the US air forces was crippled by inadequate strategic thinking, poor pilot training, ill-suited aircraft, and political interference. OSP ACM003 \$20.00



RABAU 1943-44: REDUCING JAPAN'S GREAT ISLAND FORTRESS

In 1942, the massive Japanese naval base and airfield at Rabaul was a fortress standing in the Allies' path to Tokyo. It was impossible to seize Rabaul, or starve the 100,000-strong garrison out. Instead, the US began an innovative, hard-fought, two-year air campaign to draw its teeth, and allow them to bypass the island completely. The struggle decided more than the fate of Rabaul. If successful, the Allies would demonstrate a new form of warfare, where air power, with a judicious use of naval and land forces, would eliminate the need to occupy a ground objective in order to control it. As it turned out, the Siege of Rabaul proved to be more just than a successful demonstration of air power - it provided the roadmap for the rest of World War II in the Pacific. OSP ACM002 \$20.00

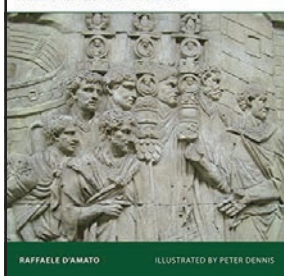


RAF: 1918-2018

For a hundred years, the Royal Air Force (RAF) has been at the forefront of the UK's defenses, protecting its allies, attacking its enemies, and, in the 1950s and 1960s, providing a key part of Britain's Nuclear Deterrent. This book examines the history of the RAF from the biplanes of the First World War, through its finest hour in 1940, the dawn of the jet age, and up to today's hi-tech aircraft, including the emerging role of the unmanned aerial vehicle. Enriched with personal accounts and a wealth of photographs, this book provides a concise introduction to the world's first independent air force. OSP SLI844 \$14.00



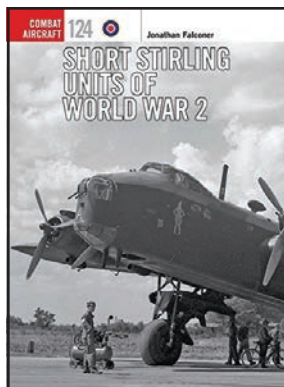
Roman Standards & Standard-Bearers (1) 112 BC-AD 192



ROMAN STANDARDS & STANDARD-BEARERS (1): 112 BC-AD 192

Roman unit standards played an important role, both ceremonially and on the battlefield. With the armies of the late Roman Republic and early Empire continually engaged on the frontiers, the soldiers selected for the dangerous honor of carrying them were figures of particular renown and splendor. This first volume of a two-part series by Roman army expert Raffaele D'Amato uses detailed color plates and the latest research to examine these vital cogs in the Roman army machine that drove its soldiers to conquer the known world.

OSP EU221 \$19.00



SHORT STIRLING UNITS OF WORLD WAR 2

Of the RAF's trio of four-engined heavy bombers in World War 2, the mighty Short Stirling was the first to enter service in August 1940. From its first raid in February 1941, the Stirling was at the forefront of the British night bombing offensive against Germany before unacceptably high losses forced its relegation to second-line duties later in the war. Containing numerous first-hand combat accounts from the crews that flew the bomber and detailed profile artwork, *Short Stirling Units of World War 2* uncovers the history of one of the RAF's greatest World War 2 bombers.

OSP COM124 \$23.00

ROYAL AIR FORCE: A CENTENARY OF OPERATIONS

The world's first independent air force, the Royal Air Force (RAF), celebrates its Centenary in 2018. In the 100 years since the end of World War I, the service has been involved in almost continuous operations around the globe, giving the RAF the longest and most wide-ranging history of any air force in the world. But, over the years, this history has also become entangled with myths. *The Royal Air Force: A Centenary of Operations* will set the record straight, dispelling these as it uncovers - in both words and photographs - the true exploits and accomplishments of RAF personnel over the last 100 years. From its formation as an independent service in the dying days of World War I, its desperate fight against the Axis air forces in World War II, and its commitments during both the Cold War and modern times, this is the complete story of how the RAF has defended Britain for a century.

OSP GM271 \$35.00



SOVIET DESTROYERS OF WORLD WAR II

The Soviet Navy that faced the German onslaught in 1941 boasted a mixture of modern warships, often built with foreign technical assistance, and antiquated warships from the Tsarist era that were modernized for the conflict. Some Soviet naval vessels saw limited involvement in the war against Finland in 1939-1940, but the main action occurred after the German invasion, when these destroyers escorted convoys, fought battles against other destroyers and the deadly threat posed by attacking aircraft, and provided fire support for Soviet troops. From the Gnevny class of the prewar period to the specialist destroyer leaders of the Leningrad class and the unique Tashkent, *Soviet Destroyers of World War II* is a detailed guide to the often forgotten destroyers of the Soviet Navy.

OSP NVG256 \$18.00



SAGGER ANIT-TANK MISSILE VS M60 MAIN BATTLE TANK: YOM KIPPUR WAR 1973

The 1973 Yom Kippur War rewrote the textbook on the tactics of modern armored warfare. Unlike the previous major Arab-Israeli war of 1967, the Israeli Defense Forces (IDF) faced an enemy that had invested heavily in modern Soviet weapon systems and tactics. Using detailed color artwork and insightful analysis, this book explains how the effective use of the Soviet-supplied AT-3 Sagger (9M14 Malyutka) anti-tank missile allowed small Arab tank-killing teams to destroy Israeli armor at an astonishing rate. It also analyzes the tank that opposed it, the US-built M60A1.

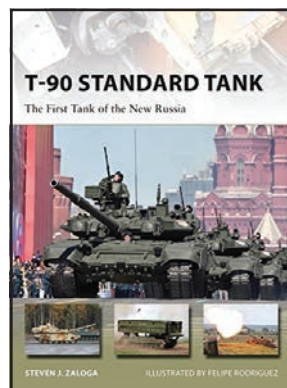
OSP DUE084 \$20.00



SAKURA

Every year the Emperor walks through the imperial gardens to greet the spring. Every year he stops beneath the Sakura trees, and every year you try to paint his picture. This year will be your year. Artists from near and far will step over their rivals to be closest to the Emperor as he reaches the cherry blossoms, hoping to paint a portrait that will please him. However, should one of them accidentally bump into the Emperor, they will certainly earn his ire! *Sakura* is a light, tactical game of pushing your luck - and your friends.

OSP GAM018 \$30.00



T-90 STANDARD TANK: THE FIRST TANK OF THE NEW RUSSIA

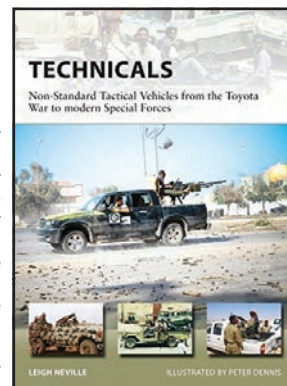
In the wake of the T-72 tank's poor performance in the 1991 Gulf War, the Kremlin instructed the Russian tank industry to drop the discredited T-72 designation in favor of the T-90 Vladimir. The T-90 was, in fact, a further evolution of the T-72 family, but the name change represented an important break in Russian/Soviet tank design history. Using detailed illustrations and full-color artwork, this book also describes the evolution of the T-90's many failed successors, including the little known Bokser, Molot, and T-95, as well as its likely successor, the new T-14 Armata, and the wide range of specialized vehicles based on the T-90 chassis such as the formidable Terminator tank support vehicle.

OSP NVG255 \$18.00

TECHNICALS: NON-STANDARD TACTICAL VEHICLES FROM THE GREAT TOYOTA WAR TO MODERN SPECIAL FORCES

Over the last 30 years, the 'technical' or armed pick-up truck has become arguably the most ubiquitous military land vehicle of modern warfare. Harking back to the armed Jeeps and Chevrolet trucks of the SAS and Long Range Desert Group in North Africa in World War II, the world's first insurgent technicals were those of the Sahrawi People's Liberation Army in Algeria in the late 1970s, followed by the Chadian use of technical in the so-called Toyota War against Libya. Since then, technicals have seen use in Somalia, Iraq, Afghanistan, and Libya, as well as being used by Western and Russian Special Forces. Fully illustrated with commissioned artwork and providing rigorous analysis, this is the first history of how this deceptively simple fighting vehicle has been used and developed in conflicts worldwide.

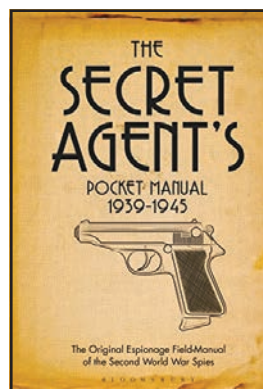
OSP NVG257 \$18.00



SECRET AGENT'S POCKET MANUAL: 1939-1945

Most wars have had some element of espionage and subterfuge, but few have included as much as the Second World War, where the all-embracing nature of the conflict, new technology, and the battle of ideologies conspired to make almost everywhere a war zone. The occupation of much of Europe in particular left huge areas that could be exploited. Partisans, spies and saboteurs risked everything in a limbo where the normal rules of war were usually suspended. This manual brings together a selection of these dark arts and extraordinary objects and techniques in their original form under one cover to build up an authentic picture of the Allied spy.

OSP GM330 \$15.00





WARTIME BROADCASTING

On September 3, 1939, Prime Minister Neville Chamberlain sat tensely at a microphone, using radio to declare that 'this country is at war with Germany'. During the ensuing wartime years, the BBC was the sole radio broadcaster in Britain, boosting morale through programs such as 'ITMA' and 'Worker's Playtime' - helping the Home Front with useful hints and advice, transmitting government messages, and providing news. Personalities and stars became household names - Tommy Handley, Arthur Askey, Ethel and Doris Walters, Mr Middleton - and their catchphrases could be heard everywhere. And yet, as this fascinating book explains, the BBC chose to avoid propaganda, and had to tread a fine line between what the people wanted to hear and what it was felt they should hear.

OSP SLI845 \$14.00



WORLD WAR II VICHY FRENCH SECURITY TROOPS

After the Fall of France in 1940, a new puppet state was set up in the south. Officially known as the French State, it's better known as 'Vichy France'. This collaborationist Vichy regime's armed forces were more active and usually more numerous than German troops in the task of hunting down and crushing the maquis - the French Resistance guerrilla forces. This book covers the organization and operations of Vichy French Security Forces, including: the new Vichy Police Nationale, particularly their Groupes Mobiles de Reserve, the Service d'Ordre Legionnaire, and the Milice Francaise.

OSP MAA516 \$18.00



ZEPPELIN VS BRITISH HOME DEFENCE 1916-18

When Ferdinand Graf von Zeppelin's rigid airship LZ 1 flew over Lake Constance in 1900, it was the most advanced and impressive flying machine in the world: a colossal, lighter-than-air craft capable of controlled flight. In World War I, Zeppelins were first used in a reconnaissance role, but on January 19, 1915, Kaiser Wilhelm II authorized their use in bombing strategic targets in England. From then on, 'Zeppelin' became synonymous with terror to the British, and, indeed, the airship's effectiveness was more psychological than material. Using specially commissioned artwork, contemporary photographs, and first-hand accounts, this book tells the fascinating story of Britain's first Blitz, from the airships who terrorized the public to the men who sought to defend the skies.

OSP DUE085 \$20.00

PAIZO PUBLISHING



PATHFINDER ADVENTURE CARD GAME: ULTIMATE MAGIC ADD-ON DECK

Whether you're an arcane or divine spellcaster, you'll need the magical boon cards included in this exciting player deck for the Pathfinder Adventure Card Game. Loaded with spells and magic items galore, the Ultimate Magic Add-On Deck can be used with any Pathfinder Adventure Card Game character or Adventure Path. Or you can play with the character included in this 109-card box: Enora, the iconic arcanist! Scheduled to ship in April 2018.

PZO 6829 \$19.99

Perfect games for friends and family!

Tsuru
The game of the Path.

Calliope
The game of the Path.

www.CalliopeGames.com



PATHFINDER RPG: ADVENTURE PATH - WAR FOR THE CROWN PART 3 - TWILIGHT CHILD

After dealing with the Lotheed family of Meratt County, the adventurers head to the city of Yanmass, only to learn that an imperialist merchant has begun a political campaign against Princess Eutropia! In addition to this political struggle, the heroes discover that the city is plagued with other troubles, including increased threats from Qadiran bandits, the disappearance of skilled Taldan cavalry, a plague of disturbing nightmares, and the rise of a mysterious cult who worships a figure known as the Twilight Child. A *Pathfinder Roleplaying Game* adventure for 7th-level characters, *Twilight Child* continues the *War for the Crown* Adventure Path. Scheduled to ship in April 2018.

PZO 90129\$24.99

PATHFINDER RPG: CAMPAIGN SETTING - NIDAL LAND OF SHADOWS

Shed some light on a land perpetually shrouded in shadow. Draw back the veil on this ancient nation and learn more about the people and places that make up the umbral lands of Nidal. Ruled by a brutal and oppressive theocracy, the nation of Nidal is among the oldest and most isolated in the Inner Sea region. Its people hide in fear from the monsters that openly hunt the countryside, and those in cities, like the gothic capital Pangolais, keep their heads down when walking the streets among the masochistic priests of the Midnight Lord, Zon-Kuthon. *Pathfinder Campaign Setting: Nidal, Land of Shadows* presents a comprehensive look at this shadowy servitor state, a place of nightmarish creatures, tyrannical subjugation, and ancient mysteries. Scheduled to ship in April 2018.

PZO 92108\$22.99



PATHFINDER RPG: BESTIARY 4 (POCKET EDITION)

The mightiest monsters and foulest foes of nightmare and legend rampage into your *Pathfinder Roleplaying Game* campaign with *Bestiary 4*! This collection of creatures shatters all past thresholds of danger and destructiveness with phenomenally powerful beings like demon lords, kaiju, juggernauts, and Great Old Ones, including invincible Cthulhu! Terrors like nosferatu vampires, clockwork dragons, twisted fleshwarps, and sadistic tooth fairies number among the more than 250 monsters collected to challenge heroes of every level of play - from first-level novices to mythic champions. Scheduled to ship in April 2018.

PZO 1127-PE\$19.99



SPOTLIGHT ON



PATHFINDER RPG: ULTIMATE MAGIC (POCKET EDITION)

Raise your character to the pinnacle of magical might with *Ultimate Magic*! Within this tome, secrets arcane and divine lie ready to burst into life at the hands of all the spellcasting classes in the *Pathfinder Roleplaying Game*. In addition to the brand-new magus class - a master of both arcane magic and martial prowess - you'll also find a whole new system for spellcasting, rules for spell duels and other magical specialties, and pages upon pages of new spells, feats, and more. Because when it comes to magic, why settle for less than absolute power? Scheduled to ship in April 2018.

PZO 1117-PE\$19.99



STARFINDER RPG: ADVENTURE PATH - DEAD SUNS PART 5 - THE THIRTEENTH GATE

The heroes journey deeper into the Vast to the Gate of Twelve Suns, an alien megastructure incorporating no fewer than a dozen stars. A *Starfinder Roleplaying Game* adventure for 9th-level characters, *The Thirteenth Gate* continues the *Dead Suns* Adventure Path. Scheduled to ship in April 2018.

PZO 7205\$22.99

PLAID HAT GAMES



FEATURED ITEM



CRYSTAL CLANS: FANG CLAN EXPANSION DECK

The path to the magic crystals leads through the forest and the animals who seek to claim what is rightfully theirs! Become the leader of the pack with the *Fang Clan Expansion Deck* for *Crystal Clans*! Summon all-new hero and common units that channel the animals of the forest and overwhelm your enemy with their superior power! Combine Alpha heroes Pilo, Lyca, and Zerda with units such as Painted Wolves to create an intimidating squad that can quickly traverse the battlefield. Or trample the enemy under the thundering paws of your Bear Cavalry. Scheduled to ship in March 2018.

PHG PH1702\$9.95

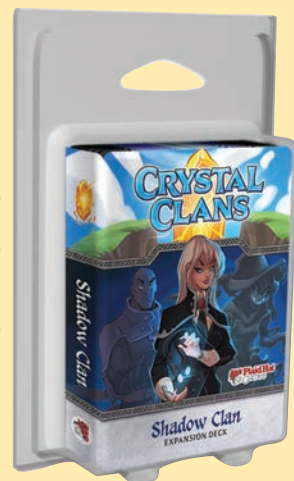


FEATURED ITEM

CRYSTAL CLANS: SHADOW CLAN EXPANSION DECK

Out of the darkness a new clan emerges seeking the power of the magic crystals. Summon all of your guile and embrace the shadows with the *Shadow Clan Expansion Deck* for *Crystal Clans*! This deck contains an all-new array of stealthy and magical units for you to choose from when building your armies, including the magical Kohloh Witches, the stealthy Moon-Cult Assassins, and the powerful Atticus Nightstalker. Scheduled to ship in March 2018.

PHG PH1701\$9.95





FEATURED ITEM



STARSHIP SAMURAI

Across the far reaches of the Lotus Galaxy, a civil war is waged by massive machines piloted by skilled warriors. Take your place as daimyo of one of the major clans and fight for your right to the title of Galactic Emperor in *Starship Samurai*! In this epic war, you must use diplomacy to bring honor to your clan, earn the support of the lesser clans, and cement your claim to the throne. But when negotiation isn't enough, you can launch massive fleets or deploy the most fearsome weapons the galaxy has ever known - the terrifying Samurai Mechs - to crush your enemies and seize key locations. Exert your influence and bring order out of chaos in *Starship Samurai*! Scheduled to ship in March 2018.

PHG PH1800..... \$59.95

PLAYROOM ENTERTAINMENT



GEEK OUT! THE BIG BANG THEORY EDITION

Find out who's the ultimate fan and the most knowledgeable about your favorite geeky pop culture subjects in *Geek Out!* You don't have to be a geek (but it helps!) to win this amazing social interaction and bluffing party game of geek lists! The *Big Bang Theory Edition* features information about the show's characters, topics discussed, interests, facts, and more! Scheduled to ship in March 2018.

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KILLER BUNNIES ODYSSEY ENERGY B EXPANSION

In the ultimate race to build a bunny society on planet Earth, *Killer Bunnies and the Ultimate Odyssey* pits players against each other as they struggle to gain Civilization Points by building cities and increasing their bunny populations. Each *Energy B Expansion* comes with 30 cards. Scheduled to ship in February 2018.

UPI PLE41412..... PI



PASS THE PANDAS DELUXE

It's Panda-monium now that up to eight players can join in the dice-rolling and panda-passing fun! Roll pandas and you can pass those dice to other players. Roll water and it evaporates from the game! But, don't get bamboozled - you have to roll at least as much bamboo as the previous player, otherwise you have to get rid of all of your dice to win the game! Scheduled to ship in February 2018.

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POKÉMON USA

SPOTLIGHT ON!



TRADING CARD GAME

POKÉMON TCG: LUCARIO-GX BOX

Each *Lucario-GX Box* for the *Pokémon Trading Card Game* includes a never-before-seen foil promo card and oversized foil card featuring *Lucario-GX*, plus four *Pokémon TCG* booster packs and a code card for the *Pokémon Trading Card Game Online*. PUI 80369..... PI

POKÉMON TCG: SHINING LEGENDS FIGURE COLLECTION - SHINY DARKRAI-GX

The *Pokémon TCG: Shining Legends Figure Collection - Shiny Darkrai-GX* includes a never-before-seen foil promo card featuring *Darkrai-GX*, plus a beautifully sculpted *Darkrai* figure, four *Pokémon TCG: Shining Legends* booster packs, and a code card for the *Pokémon Trading Card Game Online*. PUI 80370..... PI

POKÉMON TCG: SPRING 2018 NECROZMA PRISM TINS

The *Pokémon TCG: Necrozma Prism Tin* includes 1 of 2 foil *Pokémon-GX* cards (*Dawn Wings Necrozma-GX* or *Dusk Mane Necrozma-GX*), plus four *Pokémon TCG* booster packs and a code card for the *Pokémon Trading Card Game Online*. PUI 80373..... PI



POKÉMON TCG: SIDEKICK COLLECTION CASE (6 PIKACHU/6 MIMIKYU)

Each *Sidekick Collection* box for the *Pokémon Trading Card Game* contains a foil promo card featuring either *Pikachu* or *Mimikyu*, an awesome dangle, and three *Pokémon TCG* booster packs! Scheduled to ship in January 2018. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 80335..... PI



POKÉMON TCG: SPRING 2018 COLLECTOR CHEST

Each *Pokémon TCG: Collector Chest* comes complete with five *Pokémon TCG* booster packs, three foil promo cards featuring *Dusk Form Lycanroc*, *Dawn Wings Necrozma*, and *Dusk Mane Necrozma*, a cool *Pokémon* collectible coin, two colorful sticker sheets, a mini portfolio to store your favorite cards, a *Pokémon* notepad with four pencils, and a code card for the *Pokémon Trading Card Game Online*. PUI 80376..... PI

PORTAL

CRY HAVOC: AFTERMATH EXPANSION

The war has raged for far too long. Four armies converged, fighting for the precious crystals, and none has given up any ground. Fighting has made extraction difficult, but since the planet continues to provide valuable resources, the forces remain. With no sign of ending the struggle, all four factions have developed new tactics and technology to further their advantage. An expansion for *Cry Havoc*, *Aftermath* introduces new universal structures which grant universal bonuses and advantages, as well as great leaders for your armies, such as *Human Col. E Rose*, *Machine Omega Brain T-14*, *Pilgrim Mystic*, and *Trog Ashlas Chief*.

PSI PLG0842 \$29.00



NEUROSHIMA HEX 3.0: IRON GANG EXPANSION

Death is coming your way! Try to run, try to hide, but sooner or later you're going to fall into their hands. This is not your average gang - this is the *Iron Gang* - a ruthless, brutal faction that perfected the art of the hunt from the back of the steel steed! The *Iron Gang Expansion* is designed for use with *Neuroshima Hex! 3.0*.

PSI PLG1450 \$10.00

**NEUROSHIMA HEX 3.0:
SMART EXPANSION**

Smart is a part of Moloch, which has reached the southern region of the continent and found sanctuary deep inside the Neojungle. Smart has completely disregarded directives, producing strange half-machines combined with living organisms, including regeneration-capable biodroids and micro-robots functioning as parasites equipped with technologically advanced, electromagnetic weaponry. Most Smart bases are hidden deep underground, their actions masked behind a veil of mystery, concealed from both humans and Moloch, alike. The *Smart Expansion* is designed for use with *Neuroshima Hex! 3.0*.

PSI PLG1016 \$10.00

**NEUROSHIMA HEX 3.0:
VEGAS EXPANSION**

Vegas felt the effects of the war to a lesser extent than the majority of US cities and is one of a few surviving civilization centers, where you can live a higher life standard than in most parts of the ruined continent. Vegas has also become a villain's Mecca, a place where they've caught the scent of money making possibilities. Everyone knows today that in Vegas you can get everything you wish for - provided you can pay the right price! The *Vegas Expansion* is designed for use with *Neuroshima Hex! 3.0*.

PSI PLG1009 \$10.00

PRIVATEER PRESS**WARMACHINE**

Scheduled to ship in March 2018.

**CRYX BLACK OGRUN
IRON MONGERS UNIT (3)
(RESIN AND WHITE METAL)**

PIP 34144 \$31.99

**CRYX SATYXIS BLOOD PRIESTESS
- CRYX WARCASTER ATTACHMENT
(RESIN AND WHITE METAL)**

PIP 34143 \$11.99

**CRYX JUSSIKA
BLOODTONGUE - CHARACTER
COMMAND ATTACHMENT
(RESIN AND WHITE METAL)**

PIP 34145 \$17.99

**CRYX SATYXIS RAIDERS &
SEA WITCH UNIT &
COMMAND ATTACHMENT (11)
(RESIN/WHITE METAL)**

PIP 34142 \$59.99

**CRYX SLAUGHTER FLEET RAIDERS THEME FORCE BOX
(RESIN/WHITE METAL)**

PIP 34139 \$174.99

NO QUARTER PRIME#4

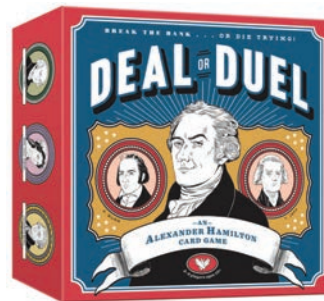
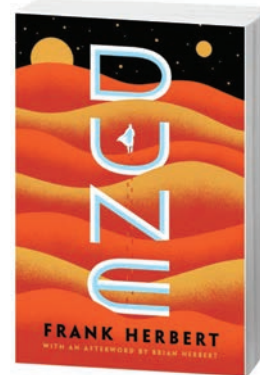
Scheduled to ship in March 2018.

PIP NQP04 \$9.00

RANDOM HOUSE**DUNE**

Set on the desert planet Arrakis, *Dune* is the story of the boy Paul Atreides, who would become the mysterious man known as Muad'Dib. He would avenge the traitorous plot against his noble family - and would bring to fruition humankind's most ancient and unattainable dream. A stunning blend of adventure and mysticism, environmentalism and politics, Frank Herbert's *Dune* won the first Nebula Award, shared the Hugo Award, and formed the basis of what is undoubtedly the grandest epic in science fiction. Scheduled to ship in April 2018.

RHP 593 \$18.00

**DEAL OR DUEL**

In the face of the political instability and financial turmoil of the American Revolution, only one individual always came out on top: Alexander Hamilton. Pit your survival instincts and spending savvy against all the founding fathers (and mothers) in this historic action card game with a simple objective as old as Ameritocracy itself: get all the money - or die trying! Scheduled to ship in February 2018.

RHP 561 \$23.00

**PUNDERDOME**

Puns of Fun! From the daughter-father duo that created Brooklyn's beloved live pun competition, *Punderdome* is one part game, one part conversation starter. You don't need to be a pun master to master *Punderdome*: the goal is to make bad jokes and have fun along the way. Scheduled to ship in December 2017.

RHP 654 \$20.00

**REWORDABLE**

Every letter counts in *Rewordable*, the uniquely fragmented word game! Build a new word and be rewarded. Or add to other players' words to steal their points. Create the largest lexicon of words to become the *Rewordable* champion! Scheduled to ship in December 2017.

RHP 134 \$15.99

RAVENSBURGER**THE CASTLES OF BURGUNDY -
THE DICE GAME**

Trade! Build! Rule the Realm! The Hundred Years' war is over and the Renaissance is looming. Conditions are perfect for the princes of the Loire Valley to propel their estates to prosperity and prominence. As influential sovereigns, grow your estates through strategic trading and building, clever planning, and careful thought in this dice-themed adaptation of Stefan Feld's classic Eurogame.

PSI RYN82403 \$14.99

REDSHIFT GAMES**I WOULD FIGHT THE DRAGON**

Let's think about this: You want to go fight a dragon? Setting aside the fact that it has a large mouth full of nasty, sharp, pointy teeth, it outweighs you by about four tons, flies, and breathes fire. And you're going to pick up a sharp, pointy stick and wrap yourself in metal skin like some kind of TV Dinner waiting to be cooked? Of course you aren't! But, the king commands it. And all the other knights are watching. You have to do something! Scheduled to ship in April 2018.

PSI CDG0020 \$11.99



EXPLORERS OF THE NORTH SEA: ROCKS OF RUIN

Recent storms have left longships torn apart, with their precious cargo scattered across the rocky shores. Meanwhile, rumors of great fortresses in nearby regions are beginning to spread. Will you be the first to salvage the wrecks, or throw caution to the wind and charge the enemy fortresses for fame and glory? An expansion for *Explorers of the North Sea*, *Rocks of Ruin* adds new ways to score with salvaging Shipwrecks, building Structures, and raiding Fortresses. Scheduled to ship in April 2018.

RGS 00590 \$35.00

SABORDAGE

The famous pirate Blackbeard has summoned you to his deathbed and entrusts you with his dearest secret: the location of is hidden treasure! But the old rascal played one last trick on you by also revealing the location to every renowned pirate on the seven seas! The race is on *Sabordage*! But, in order to reach the treasure you need a ship, sturdy and fast. Except everyone has the same idea and the battle already rages in the harbor before the ships have even been completed! Scheduled to ship in April 2018.

RGS 00800 \$35.00



RIO GRANDE GAMES



CONCORDIA: AEGYPTUS AND CRETA

An expansion for *Concordia*, *Aegyptus* and *Creta* comes with two new maps to introduce new and challenging strategies. In *Aegyptus*, the Nile and its yearly flood brings extra resources, and players can engage in trade with frankincense or gold for sestertii and victory points, while *Creta* features more streamlined with only twenty cities in nine provinces. Scheduled to ship in December 2017.

RGG 553 \$24.95



TRANSATLANTIC

From the opening of the Suez Canal in 1869 to the beginning of WWI in 1914, there was an amazing development of bigger, faster, and more modern steamships. Whereas in 1870 there are still many clippers around, and the good ol' paddle steamer "Scotia" sails the North Atlantic, while sea trade is dominated by huge vessels like "Mauretania" (Cunard), "Olympic" (White Star), or "Imperator" (Hapag). By the designer of *Concordia*, players in *Transatlantic* lead their own shipping companies, transporting freight, mail, and passengers around the globe, and purchasing new steamships from the market, each with their individual, historical technical data. Competition is fierce, especially in the North Atlantic, where winning the "Blue Riband" is not only a matter of prestige, but may also be a profitable investment. Scheduled to ship in December 2017.

RGG 551 \$64.95

ROB 'N RUN

In *Rob 'n Run*, an exciting, cooperative game for 2-5 robbers, players take turns playing 'The Boss', giving their fellow accomplices hints for the necessary tools to crack the safes, get away with as much gold as possible, and race to the airport before the police catch wind of their daring heist. Scheduled to ship in December 2017.

RGG 552 \$49.95



FIGHT FOR OLYMPUS

MATTHIAS CRAMER

HERCULES vs. ODYSEUS!

MAY THE BEST HERO WIN!

2

20

8+

FOR TWO PLAYERS

Win an exciting duel and become the master of the Greek pantheon!

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mayfairgames.com

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R & R GAMES



ARTIFACT STACK

Explore the depths of a recently unearthed temple in *Artifact Stack*! Discover ancient manuscripts, statues, and treasure by excavating the collapsed chambers. But, be warned! Temples contain not only riches, but undead creatures and curses! Scheduled to ship in December 2017.

RRG 805\$19.99



RAJAS OF THE GANGES

In 16th century India, the powerful empire of the Great Moguls rises between the Indus and Ganges rivers. Taking on the role of rajahs and rajas, the country's influential nobles, players in *Rajas of the Ganges* race against each other in support of the empire by developing their estates into wealthy and magnificent provinces. Scheduled to ship in December 2017.

RRG 446\$49.99

TIMES UP!

A Mensa Select Recipient! Say It! Sound It! Act It! Guess Who's Who to Win in *Time's Up!* For added fun, this edition includes expanded rules to allow an odd number of players and the 4th round, the Freeze Challenge! Scheduled to ship in December 2017.

RRG 975\$19.99



SMIRK AND DAGGER

OFFERED AGAIN



O/A NEVERMORE

The Black Crown is within your reach - but many are the paths to power: brute force, subtle deception, cunning trickery. You hold the cards...but you can't keep them all. What will you decide to collect for personal gain? And what are you willing to give up in order to destroy? The Ravens are gathering, many of whom used to be rivals. Rise to power, be victorious, or be...Nevermore! Nevermore is a clever, casual card-drafting game of treachery and arcane supremacy.

PSI SND0026\$29.95

SPIELBOX



SPIELBOX MAGAZINE #6 2017

Scheduled to ship in February 2018.
IMP SPB20176.....\$11.99



GUILD BALL THE BLACKSMITH'S GUILD: MASTER CRAFTED ARSENAL

SFG BBLA-002.....\$28.00

STEVE JACKSON GAMES



MUNCHKIN COLLECTIBLE CARD GAME: THE DESOLATION OF BLARG BOOSTER DISPLAY (24)

Add a boost to an all-new *Munchkin* experience! Introducing over 100 new cards featuring original artwork by Lar DeSouza, Mia Goodwin, Edwin Huang, Mike Luckas, Len Peralta, Tom Siddell, and Lee Simpson, each *The Desolation of Blarg* booster for the *Munchkin Collectible Card Game* comes packed with 12 cards offered in 24-count displays. Scheduled to ship in May 2018. **NOTE:** This item is sold

to retailers in full displays. Please contact your retailer for availability.

SJG 4505-D\$94.80

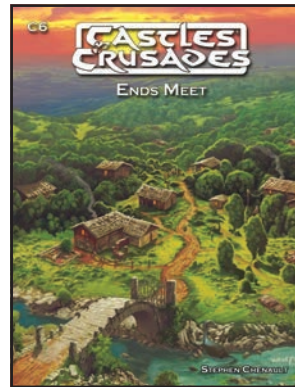
STRONGHOLD GAMES

MEMOARRR!

Memo...ARRRR! You flipped over the wrong card again! To play the match-and-memory game *Memoarr!*, players need the power of recollection and the luck of pirates. Only then can they make their escape from the island of Captain Goldfish, their pockets lined with rubies, before the lava swallows them up! Scheduled to ship in April 2018.

PSI SG-8034\$14.95

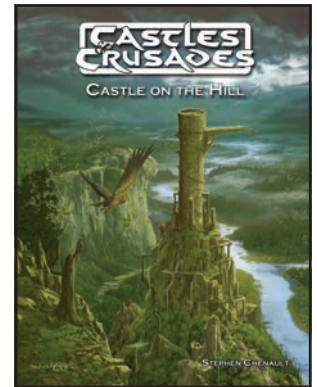
TROLL LORD GAMES



CASTLES & CRUSADES RPG: C6 ENDS MEET

The dark, gloomy forest gives way to the houses and lanes of a quiet village nestled in the trees, behind a slow-moving stream. Solid wooden cabins with open windows and doors promise a comfort you have not felt in days. A dog bays somewhere in the distance. You have come, at last, to End's Meet. Scheduled to ship in February 2018.

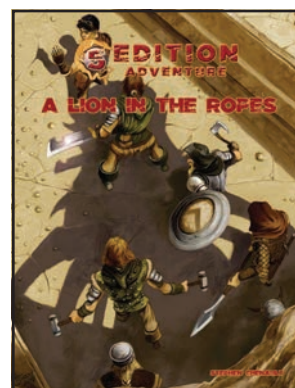
IMP TLG8087\$9.99



CASTLES & CRUSADES RPG: C7 CASTLE ON THE HILL

Long ago men built the *Eniel-ot-Blaud*, the Tower on the Blue River. But the bastille fell to the ravages of time and the depredations of the wild, its name long forgotten. Yet its power remains, and is now home to the Green Wizard and his despotic rule of the central Darkenfold. Few have seen him, but all fear him. Now, his influence reaches across the wide forest bringing evil home to roost! *Castle on the Hill* is a high-level *Castles & Crusades* adventure for a party of 3-6 characters. Scheduled to ship in February 2018.

IMP TLG8088\$9.99



5TH EDITION ADVENTURES: A LION IN THE ROPES

The adventure unfolds in the lands of the aged Lord Galveston as the adventurers are plunged into a twisted tale of wild beasts and the restless dead. Unriddle the adventure and discover the truth behind *A Lion in the Ropes*, a low-level *5th Edition Adventure* for a party of 4-8 characters. Scheduled to ship in February 2018.

IMP TLG19316\$9.99

TWILIGHT CREATIONS

SPOTLIGHT ON



ZOMBIES!!! ULTIMATE COLLECTOR'S BOX EMPTY

This *Zombies!!!* storage box comes with 3D Hearts and Bullets, along with the Midnight Syndicate Official *Zombies!!!* Soundtrack. Scheduled to ship in December 2017.

TLC 2412-01 \$50.00

ULTRA PRO INTERNATIONAL



DRAGON BALL SUPER: STANDARD SIZE DECK PROTECTOR SLEEVES (65)

Scheduled to ship in March 2018.

ALL STARS UPI 85633 PI

DRAGON BALLS UPI 85632 PI

SUPER SAIYAN BLUE SON GOKU

UPI 85634 PI



DRAGON BALL SUPER: FULL-VIEW DECK BOX

Scheduled to ship in March 2018.

ALL STARS UPI 85636 PI

DRAGON BALLS UPI 85635 PI

SUPER SAIYAN BLUE SON GOKU

UPI 85637 PI



DRAGON BALL SUPER: PLAY MAT

Scheduled to ship in March 2018.

ALL STARS UPI 85639 PI

DRAGON BALLS UPI 85638 PI

SUPER SAIYAN BLUE SON GOKU

UPI 85640 PI



FIGHTIN' WORDS

Shine your spurs and saddle up for *Fightin' Words*, a word construction game from designer Mike Elliott and Ultra PRO Entertainment. If you've ever played *Texas Hold'em*, then this won't be your first rodeo, partner. Players in *Fightin' Words* attempt to create words, match suits, and collect coins as they seek to outwit and outbid their opponents. Players bet on who can come up with the highest scoring word using up to five shared letter cards along with two hidden cards in their hands. Plus, matching the unique Western 'suits' and 'WANTED!' cards can win you bonus points plus special tokens. Scheduled to ship in February 2018.

UPI 10077 PI



ONE TOUCH MAGNETIC HOLDER: MINI CARD UV-RESISTANT

Scheduled to ship in January 2018.

UPI 85396-UV PI



SWORD ART ONLINE II: PHANTOM BULLET SMALL DECK PROTECTOR SLEEVES (60)

Scheduled to ship in December 2017.

UPI 85353 PI



SWORD ART ONLINE II: SUMMER SHINON STANDARD DECK PROTECTOR SLEEVES (65)

Scheduled to ship in December 2017.

UPI 85146 PI



TOBACCO CARD BOX

Scheduled to ship in February 2018.

UPI 85399 PI



SHARDS OF INFINITY: DECKBUILDING GAME

One-hundred years ago, The Infinity Engine was shattered and it's reality-bending shards have destroyed most of the world! Now, it falls upon you to gather your forces, defeat your adversaries, and rebuild The Infinity Engine! Will you survive? From the creators of the award-winning *Ascension* deckbuilding game, *Shards of Infinity* combines an unprecedented level of strategy and customization into one small box. Build your armies by recruiting allies and champions from four unique factions. Launch surprise attacks on your foes by instantly deploying mercenaries. Unlock limitless power by mastering the Shards of Infinity! Scheduled to ship in March 2018.

UPI 10133 PI



YOU GOTTA BE KITTEN ME! DELUXE

You Gotta Be Kitten Me! is a fast and fun party game featuring adorable animals with even more adorable accessories! Bluff your way to victory in this cute but cat-throat party game. We're not Kitten you! This *Deluxe Edition* of *You Gotta Be Kitten Me!* comes with all-new bonus cards that will drive these hyper-cute, ultra-adorable, and fur-some animals completely wild! Scheduled to ship in February 2018.

UPI 10097 PI

UPPER DECK



MARVEL CONTEST OF CHAMPIONS: BATTlerealm

Choose your Champion, Enter the Contest! Inspired by the critically acclaimed mobile game, *Contest of Champions: Battlerealm* is a game of combat, strategy, and chance. Choose one of 13 fan-favorite Marvel champions, including *Contest of Champions* exclusives like Guillotine and Civil Warrior, roll the dice, and carefully allocate your ISO-8 to power up your champion and attack your opponents, travel to new locations, or activate powerful special abilities. Make every game as you battle your champions across 40 different locations! Scheduled to ship in June 2018.

UDC 89188 PI



VS SYSTEM 2PCG: DEADPOOL & FRIENDS

Epic competitive gameplay pits your team of Allies against your opponents in the *Deadpool & Friends* expansion for VS System 2PCG! Featuring three new Main Characters and 10 new Supporting Characters, *Deadpool & Friends* comes with 55 playable cards across one or more different X-Men themed team factions! Scheduled to ship in February 2018.

UDC 89540 PI





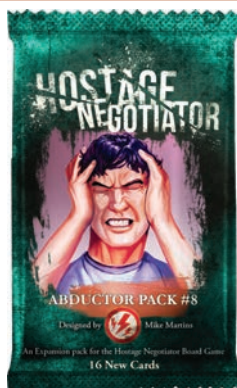
U.S. GAMES SYSTEMS

**WIZARD CARD GAME:
TWO PLAYER**

In the award-winning *Wizard Card Game*, players score points by winning the exact number of tricks they predict. In this special, two-player version, an exciting new challenge comes into play. Players not only compete against each other, but also strategize to use the dummy hand to their advantage. The two-player deck includes 36 cards numbered 1-8, two Jesters and two Wizards. Wizards always win and Jesters always lose. The 8 of Spades is a special card that can be used anytime to negate the trick. Scheduled to ship in January 2018.

UGS WTP36\$3.95

VAN RYDER GAMES

**HOSTAGE NEGOTIATOR:
ABDUCTOR PACK 8**

Samuel Xavier, an angry individual on his best days, was involuntarily forced into a rehabilitation clinic for substance abuse. Now that he's going through withdrawal pains in the form of excruciating migraines, he's angrier than he's ever been before! In this challenging expansion pack for *Hostage Negotiator*, you must deal with Sammy's blinding headaches while trying to save hostages. Scheduled to ship in February 2018.

IMP VRGAP8\$8.99

WARLORD GAMES

BLACK POWDER**NAPOLEONIC RUSSIAN LINE
INFANTRY (1809-1814)**

WLG 302012201PI

BLOOD RED SKIES

Scheduled to ship in February 2018.

**BLOOD RED SKIES**

Introducing tactical-level, mass aerial combat on your tabletop, *Blood Red Skies* is a miniatures game where players command a formation of fighter aircraft in thrilling dogfights in the skies of wartorn Europe during World War II. The core set for *Blood Red Skies* includes everything players need to start playing straight out of the box, including two squadrons of six planes at 1/200th scale, plus complete rules, scenarios, templates, dice, and counters.

WLG 771510001PI

BRITISH DICE

WLG 773411001PI

**BRITISH SPITFIRE - 6 PLANES**

WLG 772011001PI

**BRITISH SPITFIRE - ACE**

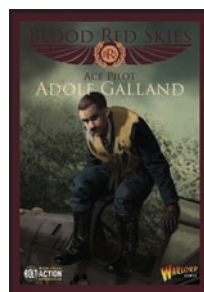
WLG 772011002PI

GAME DICE

WLG 773410001PI

**GERMAN BF ME-109 - 6 PLANES**

WLG 772012001PI

**GERMAN BF ME-109 - ACE**

WLG 772012002PI

GERMAN DICE

WLG 773412001PI

**JAPANESE A6MX
'ZERO-SEN' - 6 PLANES**

WLG 772016001PI

**JAPANESE A6MX
'ZERO-SEN' - ACE**

WLG 772016002PI

JAPANESE DICE

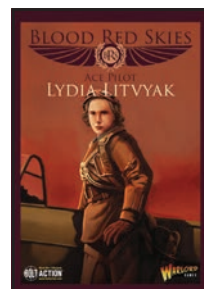
WLG 773416001PI

SOVIET DICE

WLG 773414001PI

**SOVIET YAK-1 - 6 PLANES**

WLG 772014001PI

**SOVIET YAK-1 - ACE**

WLG 772014002PI

US DICE

WLG 773413001PI

**US P-51 MUSTANG - 6 PLANES**

WLG 772013001PI

**US P-51 MUSTANG - ACE**

WLG 772013002PI

BOLT ACTION**ALLIED STAR D6 PACK (16)**

WLG 408403001PI

**BRITISH AIRBORNE D6 PACK (16)**

WLG 408401101PI

**FRENCH CHAR B1 BIS**

WLG 402015502PI

**GERMAN BALKENKREUZ
D6 PACK (16)**

WLG 408402001PI



GERMAN MARDER III
WLG 402012024 PI



GERMAN PANZER 38(T) ZUG
WLG 402012032 PI



IMPERIAL JAPANESE D6 PACK (16)
WLG 408406001 PI



ORDERS DICE PACKS - WHITE (12)
WLG 408400001 PI



PEGASUS BRIDGE SECOND EDITION
WLG 409910040 PI



SOVIET UNION D6 PACK (16)
WLG 408404001 PI

US AIRBORNE BAZOOKA AND LIGHT MORTAR TEAMS (1944-45)
WLG 403013106 PI

US AIRBORNE HAND CARTS
WLG 403013107 PI

US AIRBORNE HMG TEAM (1944-45)
WLG 403013103 PI

US AIRBORNE HQ (1944-45)
WLG 403013102 PI

US AIRBORNE MEDIUM MORTAR TEAM (1944-45)
WLG 403013101 PI



US MARINE CORPS D6 PACK (16)
WLG 408403101 PI

GANGS OF ROME



AGENTE
WLG WBGOR105 PI



ACTIVATION PEBBLES (10)
BLACK WLG WBGORPPB PI
BLUE WLG WBGORPBL PI
GREEN WLG WBGORPPG PI
MIXED WLG WBGORMIX PI
RED WLG WBGORPPR PI
WHITE WLG WBGORPPW PI
YELLOW WLG WBGORPPY PI



CORE RULEBOOK
Step into the streets and alleyways of the ancient Roman Empire, which have become rife with carnage and unrest. Gangs of brutal fighters are used as weapons to exert the will of their paymasters, known as Domini, who are ambitious heads of Roman households; as such a Dominus, you begin your story in troubled times... Gangs of Rome is a skirmish game in which you will use unique fighters, pitting them against the gangs of rival Domini in both campaign and scenario play to earn influence - enough to manipulate your way into the Senate. Then, as a Senator of Rome, you'll be granted the power to destroy your enemies with methods far greater than the sword. So hold on to your sandals and watch your back, Dominus - things are about to get bloody!
WLG WBGORRB PI



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By
Mike Elliott



BY
JAMES ERNEST

By
Eric M. Lang



*Perfect games for
friends and family!*



THE TITAN SERIES
GREAT GAMES BY GREAT DESIGNERS



FIERCE MASTIFF
WLG WBGOR107 PI



FIGHTER QUARTUS
WLG WBGOR004 PI



FIGHTER TERTIUS
WLG WBGOR003 PI



FIGHTER DECIMUS
WLG WBGOR010 PI



FIGHTER QUINTUS
WLG WBGOR005 PI



FIGHTER NONUS
WLG WBGOR009 PI



FIGHTER SECUNDUS
WLG WBGOR002 PI



FIGHTER OCTAVUS
WLG WBGOR008 PI



FIGHTER SEPTIMUS
WLG WBGOR007 PI



FIGHTER PRIMUS
WLG WBGOR001 PI



FIGHTER SEXTUS
WLG WBGOR006 PI



GAMING MAT
WLG WBGORMAT PI



GANG FIGHTER ID MARKERS (40)
WLG WBGORID PI



GLADIATOR ALLY
WLG WBGOR106 PI



JIGSAW BASE & 7 FLESH MARKERS
WLG WBGORC PI



MOB PRIMUS
WLG WBGORM01 PI



MOB SECUNDUS
WLG WBGORM02PI



MOB TERTIUS
WLG WBGORM03PI



PRIMUS DOMINUS
WLG WBGOR101PI



QUARTUS DOMINUS
WLG WBGOR104PI



ROMAN NUMERAL DICE (10)
WLG WBGORDICEPI



SECUNDUS DOMINUS
WLG WBGOR102PI



TERTIUS DOMINUS
WLG WBGOR103PI

GATES OF ANTARES



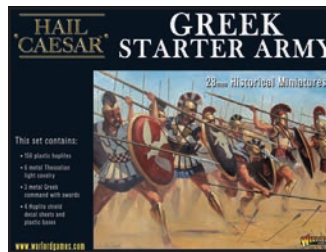
BOROMITE HAULER
WLG 502412005PI

**BOROMITE HEAVY SUPPORT
WITH MAG MORTAR**
WLG 502412007PI



**HUKK BOUNTY HUNTER AND
HUNTING ANGRIZ**
WLG 503017001PI

HAIL CAESAR



GREEK STARTER ARMY
WLG 109914501PI



SPARTAN STARTER ARMY
WLG 109914801PI



**THE ROMAN INVASION OF
BRITAIN STARTER SET**
WLG 101510001PI

KONFLIKT 47

Scheduled to ship in December 2017.



BRITISH AUTOMATED CARRIER
WLG 452410606PI



**BRITISH HORNET
MEDIUM WALKER**
WLG 452410607PI

**GERMAN WAFFEN SS
SHOCKTROOPER SQUAD**
WLG 452210204PI

PIKE AND SHOTTE



ASHIGARU MISSILE TROOPS
WLG 202014003PI



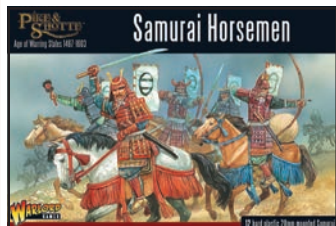
ASHIGARU YARI SPEARMEN
WLG 202014002PI



FOOT SAMURAI
WLG 202014004PI



SAMURAI STARTER ARMY
WLG 202014001PI



SAMURAI CAVALRY
WLG 202014005 PI

TEST OF HONOUR



DOJO
WLG DOJO1 PI



NINJA BLISTER PI
WLG 763010004 PI

NINJAS OF IGA PI
WLG 762210001 PI

WARLORD HOBBY: LARGE PAINT RACK
Scheduled to ship in December 2017.
WLG 842610003 PI



WIZARDS OF THE COAST



FEATURED ITEM

MAGIC

The Gathering

MAGIC THE GATHERING CCG: DOMINARIA

Look to the past to move forward! Return to *Dominaria* with this latest expansion block for *Magic: The Gathering*! This 269-card expansion is offered in bundle packs, Planeswalker Decks, and booster packs.

BOOSTER DISPLAY (36)
WOC C34890000 \$143.64

BUNDLE
WOC C34910000 \$42.99

PLANESWAKER DECK DISPLAY (6)
WOC C34920000 \$89.94

WIZKIDS/NECA

CURIO: THE LOST TEMPLE

When a mysterious sinkhole forms west of the Tigris river in the heart of Mesopotamia revealing a large, stone door with curious, archaic markings, a call goes out to a special, international team of archaeologists to gain access to the site to uncover its puzzling origins. Upon entering, they discover a massive, man-made cavern stretching for miles, deep into the dark and unknown. As they continue to investigate, to their horror, the entryway slams shut, sand slowly begins to fill the chamber, and a series of new puzzles surface that must be solved! In *Curio: The Lost Temple*, a realtime cooperative game, players - using a unique module-based system to manipulate, sort, rotate, and search components - need to communicate and collaborate to solve an unending slew of puzzles in hopes of escaping an ancient deathtrap! Scheduled to ship in May 2018.

WZK 73288 \$34.99



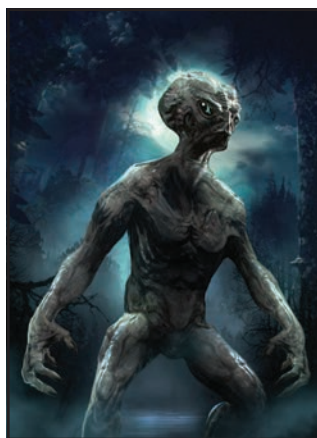
FEATURED ITEM



DC DICE MASTERS: HARLEY QUINN TEAM PACK

The DC Comics Dice Masters: Harley Quinn Team Pack will help you hammer the competition with the likes of Power Girl, Batman, and Poison Ivy, along with other characters Harley has teamed up with! The first Team Pack to include Basic Action Cards, the DC Comics Dice Masters: Harley Quinn Team Pack contains eight different characters (and their dice), allowing players to build their own team of heroes or villains! Scheduled to ship in April 2018.

WZK 73278 \$9.99



DOPPELGANGER

In *Doppelganger*, one (or more!) of the players are doppelgangers trying to prevent an adventuring party from finding three Artifacts of Light. With a whiff of *Resistance*, *BSG*, and *Dark Moon*, players in *Doppelganger* secretly throw cards into the mix and choose dice used in the impending battles. Will they toss in an important weapon, or a horrendous poison potion? Or roll dice for the benefit - or detriment - of the party? Scheduled to ship in May 2018.

WZK 73427 \$24.99



FUNGEON PARTY

Stack dice on your forehead, bounce dice into the box, knock down a meeple surrounded by dice, balance a meeple on a stick. These, and many more wacky quests await a traditional dungeon party in the truly *untraditional* dungeon crawler *Fungeon Party*! Scheduled to ship in June 2018.

WZK 73428\$29.99



MAIDEN'S QUEST

Take Matters Into Your Own Hands! A maiden, weary of waiting to be rescued, takes it upon herself to fight her enemies and escape in *Maiden's Quest*! Maidens use cards from their hand to attempt to defeat an enemy or obstacle. As you play, the game's difficulty grows as enemies of increasing veracity become active, and an innovative turn-and-flip mechanism allows each card to represent up to four items, encounters, or allies. Scheduled to ship in May 2018.

WZK 73287\$19.99

GREMLINS BIG BRAIN BRIN

WYR 20645\$11.00

GREMLINS FLYING PIGLETS

WYR 20644\$24.00

GREMLINS GAUTRAEUZ BOKOR

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GUILD GUILD INVESTIGATOR

WYR 20139\$16.00



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WYR 20034\$15.00



NEVERBORN ADZE

WYR 20443\$18.00

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WYR 20444\$11.00

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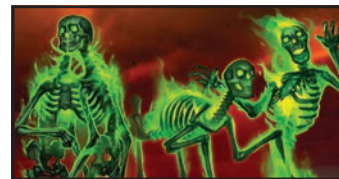
WYR 20542\$11.00

OUTCASTS FREIKORPS ENGINEER

WYR 20540\$18.00

OUTCASTS MARLENA WEBSTER

WYR 20539\$18.00



RESURRECTIONISTS BONE PILE

WYR 20246\$21.00



RESURRECTIONISTS KENTAUROI

WYR 20244\$40.00



RESURRECTIONISTS LAMPAD

WYR 20248\$21.00

RESURRECTIONISTS LITTLE GASSER

WYR 20249\$21.00

TEN THUNDERS GWYNETH MADDOX

WYR 20731\$11.00

TEN THUNDERS LOTUS EATER

WYR 20730\$21.00

THE UNDYING ENCOUNTER BOX

WYR 20907\$60.00

SPOTLIGHT ON



WARHAMMER 40,000 DICE MASTERS: BATTLE FOR ULTRAMAR CAMPAIGN BOX

Roll with Chaos - or the Imperium! Completely compatible with *Dice Masters*, the *Warhammer 40,000 Dice Masters: Battle for Ultramar Campaign Box* showcases iconic characters from the Imperium and Chaos like Roboute Guilliman, Chief Librarian Tigurius, Typhus, and Mortarion! With multiple versions of each, select the one that fits your team the best! Players can pit the Ultramarines against the Deathguard, or mix them together! Featuring more than a dozen characters (and their dice!), the *Warhammer 40,000 Dice Masters: Battle for Ultramar Campaign Box* contains everything two players need to deliver an epic experience and bring futuristic dice combat to the tabletop! Scheduled to ship in July 2018.

WZK 73132\$39.99

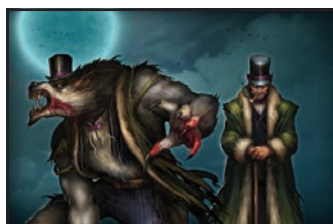
WYRD MINIATURES

MALIFAUZ



ARCANISTS MEDICAL AUTOMATON

WYR 20351\$16.00



ARCANISTS THE BEAST WITHIN & FERDINAND VOGEL

WYR 20350\$24.00

BACKDRAFT ENCOUNTER BOX

WYR 20908\$60.00

Z-MAN GAMES



FEATURED ITEM



BLUEPRINTS

Make your monumental mark in *Blueprints*, as players portray architects competing to see who can create the greatest architectural marvels with the materials at hand. Combine wood, glass, stone, and recycled goods to build an edifice that's the envy of your rivals! While blueprints are a great first step, there are many ways to gain the gold for your architectural artistry. Following your plans to perfection awards a Blueprint Bonus, but you can earn even more kudos by getting creative with the materials and how they're placed. Build a tall tower of stone for extra points, or emphasize the use of recycled materials to increase your score. At the end of three rounds of whirlwind building, you'll find out who among you is the best builder of all! Scheduled to ship in March 2018.

ZMG ZM7290\$29.99

WARHAMMER UNDERWORLDS SHADESPIRE

**WARBAND EXPANSIONS,
ACCESSORIES,
AND ORGANIZED PLAY**

Warhammer Underworlds: Shadespire is the ultimate competitive miniatures game. Easy to learn, with rich tactical depth, the game combines a fast-paced strategic board game with a deck-building mechanic that offers huge replayability.

Players can choose from a growing number of warbands, each with their own, unique play-style. Each warband is represented by a collection of incredibly detailed, easy-to-build miniatures that come in colored plastic and are of the same high-quality you've come to expect from a Games Workshop model.

The *Warhammer Underworlds: Shadespire Core Set* hit stores at the end of 2017 to critical acclaim, with tens of thousands of copies sold worldwide. Already, there are expansions available, and we're committed to supporting this exciting game with more new content in 2018 and beyond.

Each expansion adds a new warband and a selection of cards to the game. Many of the cards from each expansion are universal and work with the existing sets, which brings new tactical options to all gamers. Dedicated competitive and tournament players, especially, will want to pick up a copy of each expansion to have the full toolbox of tricks available to them. As players collect their warbands, they'll also have access to dedicated accessories such as card sleeves for every faction emblazoned with the relevant warband icon and matching themed dice.

Two new warbands, and their accompanying accessories, are on the way very soon - both much anticipated by fans of the *Warhammer* settings and competitive gamers alike:

WARBAND EXPANSIONS:



The Chosen Axes – four duardin (orange) and 60 unique cards, including 31 universal cards usable by any faction (GAW 60120705001, \$30 MSRP)

Spiteclaw's Swarm – five skaven (brown) and 60 unique cards, including 31 universal cards usable by any faction (GAW 60120706001, \$30 MSRP)

ACCESSORIES:

Warhammer Underworlds: Shadespire The Chosen Axes Dice – eight six-sided dice, including five orange attack dice and three grey defense dice with appropriate symbols on each (GAW 99220705001, \$10 MSRP)

Warhammer Underworlds: Shadespire Spiteclaw's Swarm Dice – eight six-sided dice, including five brown attack dice and three grey defense dice with appropriate symbols on each (GAW 99220706001, \$10 MSRP)

Warhammer Underworlds: Shadespire The Chosen Axes Sleeves – themed for your duardin warband with sleeves for 12 Objective cards, 20 Power cards, and four Character cards (GAW 99220705002, \$8 MSRP)

Warhammer Underworlds: Shadespire Spiteclaw's Swarm Sleeves – themed for your skaven warband with sleeves for 12 Objective cards, 20 Power cards, and five Character cards (GAW 99220706002, \$8 MSRP)



Combined with the Cores Set and expansions that already exist, this means that your store now has access to 17 individual *Warhammer Underworlds: Shadespire* product lines.

But, that's not all!

A game like *Warhammer Underworlds: Shadespire* is more than just products on shelves - it's about the gaming community that gathers in stores and at home around the tabletop. That's why we're dedicated to supporting it online and at your FLGS. Players can find support for the game online on the dedicated website, Warhammerunderworlds.com, and engage with other fans around the world through the *Warhammer Underworlds* Facebook page.

In stores we're launching our first ongoing Organized Play program. Thousands of locations have already signed up to take advantage of the program, and you can, too. Starting in February 2018, retailers can sign up for monthly content and quarterly Championship Packs - allowing them to entice customers into their store for regular gaming and officially-endorsed tournaments with exclusive prize support. Signing up to receive these regular Organized Play packs also means that we will advertise the store online - helping to drive customers to their doorstep. This is a great opportunity for stores to sell more of this exciting new game and make their shops a destination for *Warhammer* fans interested in purchasing all manner of hobby goods.

Don't miss out. Sign-up today!



Uwe Rosenberg

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ARISTEIA!



HOW WILL BE THE ORGANIZED PLAY FOR ARISTEIA!?

Every game of Aristeia! is fun, exciting and challenging by itself, but Organized Play Events add a new dimension to the game. Once the season kicks off, AGL Events will be a great opportunity to meet new players, challenge your friends, discover new ways to play the game, and collect limited edition prizes you won't want to miss. All you have to do is plan your strategy and assemble your Team, and you will be ready for an amazing season full of excitement!

EVENT TYPES AND FORMATS

- » Standard Tournaments will offer a framework with a set of five different options, called Mods, that can be mixed together for a total of 17 combinations. These Mods focus on the way the players will build their Teams before the game starts, so the rules during the game remain the same.
- » Open Tournaments are designed for those organizers who want to introduce homemade Scenarios or a new way to build the Tactics Deck, for example. These events will not give as many Ranking Points as Standard Tournaments but will give much more freedom to imaginative communities.
- » Leagues will consist of eight League Rounds, in which you will play one game of Aristeia!. Standard and Open formats will be available to Leagues, too, and the Ranking Points received each League Round will depend on the format chosen, just like Tournaments.

TEAM SPONSORS

Inside AGL Event Kits you'll find some collectible cards that represent companies and corporations of the Infinity Universe, to use them as Team Sponsors. At the beginning of each Event Round, you will choose one Sponsor from those you have collected, and they'll give you some advantage for that game. There will be two Basic Sponsors available to anyone, and six Special Sponsors, available only to those who achieved to fulfill some conditions, like being the player with the most Frag tokens at the end of an Event.



*Are you ready for an amazing
season full of excitement?*

AGL



*The Aristeia! Organized Play
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www.aristeiathegame.com/agl*

CORVUS BELL
ARisteia!

NUT SO FAST

NUT SO FAST

PSI SND1001 \$19.95 | Available March 2018!

New gamers. Families. Casuals. They're the gateway to the healthy future of our industry, and putting the right game in their hands today is the key — a game they can get excited about and teach their friends and family easily and quickly. Enter *Nut So Fast* by Smirk & Laughter Games, a thoroughly entertaining, quick-reflex game featuring some of the most adorable, "gotta touch 'em" playing pieces you'll ever see!

You've gotta be lightning-fast in this boisterous, wildly nutty party game! Flip two cards and watch for exactly four matching 'nut' pictures. If you see a set of four, grab the wooden nut

with the same face right out from under other player's noses! Fail to grab a nut and you'll be handed cards as points against you — or worse, grab the wrong nut and get penalty points as well.

But *Nut So Fast*... if a number card pops up, players will need to strike the correct Nutty Pose, instead! *Nut So Fast* is a laugh-out-loud game of quick thinking, fast reactions, and nutty poses, featuring adorable Nuts drawn by noted web cartoonist, Chris McCoy.

"This isn't the first quick-reflex game by any means," admitted Curt Covert, "but, in terms of approachability and laugh-out-loud enjoyment, it's unequalled. The mechanics that trigger players to grab the nut tokens are simple enough for any player to see and understand easily. There's lots of different nuts on the table for players to pounce on, but, of course, never quite enough for everyone. And, then, the gameplay suddenly shifts! Players have to quickly strike a 'Nutty Pose', remembering which corresponds to what number that round, before they switch for next Round! This game is a blast and hysterical to play."

Nut So Fast is, therefore, a perfect game to launch Smirk & Dagger's new sub-brand, Smirk & Laughter, a product line dedicated to emotionally evocative games. "That's what I love about games... their ability to fully engage not just our minds, but our hearts and imagination, as well. And when I saw Jeff Lai, the designer, showing off his game in Toronto, I knew it would be an ideal way to usher in this broader vision for my company," Curt expressed.

Asked about his design, Jeff explained, "the game came together over two years of playtesting worldwide in Canada, the USA, Thailand, Hong Kong, China, and even Mauritius! It was great, but then two things happened to make it awesome. First, my friend,



Ian Rowe from Calgary, suggested the game theme should be about NUTS! Second, webcomic artist Chris McCoy, the hilarious creator of www.SafelyEndangered.com, offered his skills to the project. Suddenly, everything fit together perfectly."

"The joy of the game comes with all the wonderful mistakes people invariably make, not being quick enough, striking the wrong pose, that's what leads to the fun and laughter in *Nut So Fast*," Curt continued. "Plus, the game seems to naturally inspire every nut joke imaginable, which adds to the party atmosphere, and the pieces are irresistible. I mean, just look at that Pistachio."

The package was designed with a durable window so that the fun and charm of the Nut tokens would be clearly seen peeking out from under the cover. "It begs to be picked up," said Curt, "I can't tell you the stopping power they have. In testing, anyone walking by, drawn by the laughter and raucous activity at the table, was automatically charmed by the nuts smiling back at them. 'What is this — and when's it coming out?' always followed in quick succession."

And the answer is "soon". Look for *Nut So Fast* to release March 21, 2018.

...

Curt Covert is the owner of Smirk & Dagger Games. A fourteen-year veteran in the industry and the inventor of *Cutthroat Caverns*, *Hex Hex*, and *Nevermore*, just to name a few. In 2018, his new line, Smirk & Laughter, will reach a broader audience than ever with games intended to connect with players on an emotional level.



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STARSHIP SAMURAI™

宇宙船-侍

Starship Samurai

PH1800 | \$59.95 | Available 2nd Quarter 2018

A GALAXY AT WAR....

In *Starship Samurai*, the Nova, Pulsar, Gamma, and Void clans are at war. Each player takes control of one of these mighty clans, and declares their daimyo to be the rightful successor to the Galactic Emperor's throne. Victory comes to the player who has earned the most honor points by game's end. Players can gain honor by waging bitter wars for control of strategically critical locations across the Lotus Galaxy, and by strengthening their alliances with the grasping lesser clans.

A Daimyo's Command

Games of *Starship Samurai* begin with players issuing critical orders that can either lead their clans to victory or a painful demise. Then players cover their orders with numbered markers that determine the effectiveness of each order they mark.





Do you spend your 4 marker on your move order to move 4 units? Or do you instead place the 2 marker, and only move 2 units? The choice is up to you! Manipulating the possible orders—Move Allegiance, Draw Cards, Move Units, and Gain Wealth—challenges players with interesting and unnerving decisions to make each and every turn.

A STRUGGLE FOR POWER

In *Starship Samurai*, each player wants to control the many locations that will become available from round to round. Controlling a location yields worthy rewards to the player wielding the most power there at the beginning of their turn. These rewards can help shift the tide in galactic alliances, increase wealth, gain action cards, and obtain honor.

Players will attempt to lay claim to each location by sending their forces to seize them throughout each round. These struggles for power at desirable locales come to a climactic conclusion when all players finally enter the Battle Phase.

BLOODSHED IN STARLIGHT

In *Starship Samurai*, the Battle Phase is where tensions over control of a location boil over into outright war. Each player with units at a location can choose to commit a battle card. These powerful cards can shift the course of conflict by offering players reinforcements, additional power, traps that destroy enemy units, or one last reward before retreat. Using the right card at the right time can give players the last advantage they need to claim victory.

Once cards are played, players determine who has the most power. That player wins the battle and claims the location as their own, gaining honor and rewards in the process.

But the war is not lost for those that did not claim the location! For they get to retreat to a brand new location, gaining a head start on conquest.



WHEN SAMURAI FLY

To fight these battles, players are equipped with many special weapons: fighter ships that can be endlessly enhanced, carrier ships that ferry units across the galaxy, and action cards that execute devious schemes. But no weapon at a player's disposal is more powerful than the famed Samurai Mechs.

The Samurai Mechs are deadly machines piloted by skilled warriors. At the beginning of the game, players will draft two of these heavy metal warriors, each with their own unique power and skills that can be used to win the battles ahead.

A WAR OF WORDS

But a war is not won through battles alone. You must learn how to shift the minds and hearts of the people as well. The eight lesser clans wield great influence and getting them on your side can be the key to harnessing it for your own political purposes. But it will take time and skill to lure these lesser houses to your cause. Each clan has a token that you will want to manipulate on your track of the alliance board. You can push them towards your track by using orders, action cards, and claiming location rewards. But make sure you pay attention to what other players are pushing for! A lesser clan's allegiance can be a fickle thing, and before you know it, you can find them backing your opponent if you are not careful to maintain support.



THE FATE OF THE LOTUS GALAXY LIES WITH YOU!

Join in the battles ahead and experience a fast-paced area control game that is sure to leave you at the edge of your seat, as you order your fleets of ships and terrifying Samurai Mechs in a quest to be the clan worthy of claiming the galactic throne!

...



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BRAWL!

THE ORIGINAL REAL-TIME CARD GAME

BRAWL (2016 EDITION)

PSI CAG231 — 236..... \$8.50 | Available Now!

Two fighters. Sixty seconds. One incredible real-time melee.

BRAWL is a real-time fighting game of strategy and quick reflexes. Each of the six available **BRAWL** decks contain a unique assortment of cards representing all the tricks, strengths, and flaws of mixed martial arts students at Jackson Park High School. The second ever Cheapass Games title ever published, **BRAWL** was nominated for the 1999 Origins Awards for Best Traditional Card Game and Best Graphic Presentation of a Card Game. Now, **BRAWL** is back in friendly local game stores worldwide!



PLAYING BRAWL

In **BRAWL**, fighters are trying to score the most Base cards by playing more Hits on their side of the table. There are seven card types in **BRAWL**, each representing a fighting move: **Bases**, **Hits**, **Hit-2s**, **Blocks**, **Clears**, **Presses**, and **Freezes**.

Base cards are the foundations upon which all other cards are played. **Hits** are the most common card; every character has plenty of them. Hits come in red, blue, and green, and can be played on either end of a Base card or on another Hit of the same color. A **Hit-2** is like a Hit; however, it can only be played on a Hit (or Hit-2) of the same color, and counts as two Hits in scoring.

Blocks stop Hits. Like Hits, they come in red, blue, and green. A Block can be played only on a Hit of the same color, and prevents more Hits from being played in the string. **Press** cards nullify Blocks. **Clear** cards remove a Base from play, along with every card played on that Base.

Freeze cards will always be the last cards in your deck, and are played on the middle of a Base. Once frozen, the Base and all connected cards can't have more cards played on them, and can't be affected by any other cards. When every Base in play is frozen, the game is over. Whoever has more Hits on their side of each Base wins that Base, and whoever wins more Bases wins the game!

BRAWL can be played in Training Mode or Tournament Mode. In Training Mode, players take turns, more like a normal card game. Training Mode is good for learning how all the cards work and for learning the strengths of a new deck. After training, move on to Tournament Mode, which feels more like a real fight. Players play their cards as fast as they want, without taking turns; experienced Tournament Mode players can play a game in less than 30-seconds!

MEET THE BRAWLERS

BENNETT (PSI CAG231)

Skill Level: Advanced

Bennett is a thoughtful fighter, the slowest in the set. He has the strength to accomplish anything, but is seldom sure of what he wants. Bennett is a slippery character with many Bases and Clears, but has fewer Hit cards in red and green than other characters.



CHRIS (PSI CAG232)

Skill Level: Easy

Chris is a stubborn and level-headed fighter. She never strikes an opponent in anger, and is eager to meet any challenge. Her move set is balanced with a good mix of Hits and Blocks, but she's also predictable; she has few of the more advanced cards.



DARWIN (PSI CAG233)

Skill Level: Moderate

Darwin is versatile and strong, and always full of surprises. He can be selfish, creative, and aggressive, and never passes up a challenge. His move set is tricky, with plenty of Presses and Blocks, but he's also reckless in that he has fewer Base cards.



PEARL (PSI CAG236)

Skill Level: Advanced

Pearl is a serious fighter: complex, bright, and very strong. She can be easily distracted, but loves the challenge of a good fight. Pearl has only one red Hit in her deck.



HALE (PSI CAG234)

Skill Level: Easy

Hale is a powerhouse, the biggest and strongest fighter in the set. With many Hits and Hit-2s in every color, he's a force to be reckoned with. However, his technique is very simple (with no Presses and very few Blocks), which can sometimes get him into trouble.



MORGAN (PSI CAG235)

Skill Level: Moderate

Morgan is tiny, sleek, and devastating. She has a quick temper and a very simple fighting style, with plenty of blue and green Hits and Blocks but few advanced cards and only two red Hits. Because of her size, she must be fast to win!

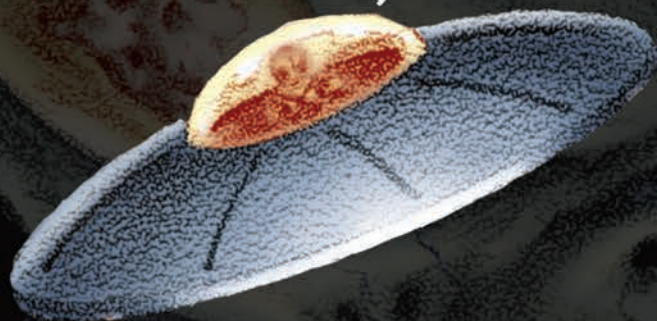


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***BRAWL** is for two players ages ten and up, and takes less than 90-seconds to play. Variant multiplayer rules are included for games for three or more people. Each **BRAWL** deck costs \$8.50, and each player needs their own deck to play.*



Atlanta, Chicago, Philadelphia, destroyed...



It's hard to believe the fate of our planet is in the hands of video game nerds.

Martians!!! Second Edition

drops you into the middle of a full-scale alien attack on the planet. Armed with only your vast knowledge of sci-fi movies and video games, you take it upon yourself to save mankind. You just need to find the mothership and blow it up. Simple as that! And then you'll be a hero, just like in the video games!

GAME CONTENTS:

- 30 Map Tiles
- 30 Alien Cards
- 40 Event Cards
- 6 Player Pawns
- 100 Martians (in three different poses)
- Chits, dice and rules



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CHEAPASS GAMES
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Fancy

A NEW PAIRS GAME FOR 3 TO 6 PLAYERS



Background: You and your friends are attending a series of parties, where you want to be seen with the fanciest people. "Fancy" was designed with the Professor Elemental Pairs Deck, but is compatible with them all.

Players: 3 to 6.

Equipment: A PAIRS deck and a way to keep score.

Summary: The game is played in several rounds. Each is composed of eight tricks, or "parties." The role of dealer passes to the left after each round. A full game is one round for each dealer.

Each Round: Shuffle and deal a hand of eight cards to each player. Players look at their hands, and then pass two cards to the player on their left. The player on the dealer's left will lead the first trick.

Each Trick: Each trick is a party. To score points, you can try to be the fanciest person, or to be seen with someone *much fancier than yourself*.

Starting with the leader and proceeding to the left, each player plays one card face up. The card you play represents a party guest.

Important Rule: A guest can't appear twice at the same party. You may play a duplicate of a card that was already played, but it will be discarded, scoring no points.

Scoring the Trick: After each player has played (or discarded) a card, the trick is scored as follows:

The Center of Attention: The lowest card played is the most fabulous in the room. This card scores its face value for the player who played it. This player will also lead the next trick.

The Hangers-On: All other cards score points equal to the *difference* between themselves and the next-lowest card. For example, if the cards are 3-4-6-10, they score 3, 1, 2, and 4 points.

Discards: Copies of earlier cards are discarded. These score zero points.

After scoring, discard all the cards from this trick and play another, starting with the player who just played the lowest card. A full round is eight tricks, and a full game is one round for each player.

Game End: The game ends after each player has dealt one round. Then, the player with the most points wins!

Do you love PAIRS?

So do we! Come back for a new PAIRS game every month in 2018. More than 30 games and variations are already available in the *Pairs Companion Book*, from Cheapass Games. Look for the free PDF at playpairs.com.



WHY DO YOU
PLAY?

DOKMUS



DOKMUS

RETURN OF EREFEL



TO FEEL THE
EARTH
MOVE!

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- Lead your tribe to glory on the island of Dokmus!
- Expand your game with the Return of Erefel!

www.renegadegames.com

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THE CLIMBERS

Climbing the Ladder to Success

THE CLIMBERS

CSG SC1001 \$49.99 | Available February 2018!

In the mid-1990's, I had a dull job working for a hobby craft store. It was so dull that I needed to find an outlet to let my creative energy flow when I had some spare time. This was at a time when *The Settlers of Catan* was new and fresh and I thought to myself – why not try inventing games as a hobby?

One day, at my younger brother's wedding reception, I was watching over my nephew and noticed him stacking his wooden playing blocks. I thought to myself that there must be a possibility to make a game with those blocks. Some manner of a building or climbing game with meeples...

Shortly thereafter, it hit me: the blocks needed colors! Six colors – four for the players, another color for all players, and one more that none of the players could use. In that moment, *The Climbers* was born. I cobbled together a prototype and fully developed the rules for the game. During the annual game designer's meeting in Göttingen, I had a table with the game and a huge advantage: my colorful 3D creation attracted a high volume of attendees who were curious to learn more about my game. Klaus Zoch from Zoch Verlag fell in love with *The Climbers* and committed to producing the game... as long as he could manufacture it for a modest price.

As time went by, Klaus was having difficulty finding a manufacturer for the game due to the high production costs of the wooden components. Then, he found a factory in China that could make the game for a reasonable price. However, the manufacturing costs of the game were still too high for mass market production. Klaus, with some friends, founded a small game company, Chili Spiele, to produce and sell these types of games. Chili Spiele made some small changes to the rules and called the game *Die Aufsteiger*. Being a very small company, Chili Spiele only attended conventions and sold product through their



website. I was so happy that finally one of my games found its way to the public! Chili didn't make gobs of money on the game, however, there was a lot of positive feedback regarding it. To me, that was perfectly fine and worth the effort.

About five years later, Klaus informed me that he closed Chili Spiele and the rights to *The Climbers* had reverted back to me. He later introduced me to Capstone Games, a publisher in the United States that was interested in bringing *The Climbers* to the mass market. I got in touch with Clay from Capstone and saw the plans to produce it. I thought to myself that this could work... and it did! I met with Clay at his booth during Spiel 2017 and to see the amount of people clamoring to play *The Climbers* was one of the best moments for me!

The Climbers is the first title in the Simple Complex line from Capstone Games. This new line features highly accessible board games with a beautiful 3D table presence, low rules overhead, and deep gameplay, accomplished in under one hour of play. On the surface, these games appear straightforward and simple. Yet, the strategies and

tactics developed throughout the course of these games are more complex than originally thought. Deceptively complex gameplay is the essence of the Simple Complex line.

The second printing of *The Climbers* from Capstone Games will be available in February 2018!

...

Living in Germany, I have always enjoyed drawing, sculpting, and writing short stories. Working in a craft shop, I started creating games and found that I enjoy this the most!



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DREADBALL: 2ND EDITION BOXED GAME

MGE MGDB2M101 \$79.99 | Available April 2018!

Mantic Games' *DreadBall Second Edition* sees the return of the galaxy's most fast, furious, and fun sports game. Choose from a selection of wild alien races before taking to the pitch in an effort to vex your opponent with clever tactics and stunning plays. What's more, there's the opportunity to expand the experience with rules for league play, entertaining fans and gaining experience for your most valuable players.

The first version of *DreadBall* was published in 2012, and went on to be Mantic's first major hit with players all around the world taking part in tournaments or playing casual games in their FLGS. Originally there were just four teams, but this quickly expanded to 25 over the course of six seasons. Unfortunately, this rapid expanse in choices brought with it a problem in balance. The teams released from season four onwards had far more interesting abilities and better stats, making them more likely to win events.

ENTER A NEW PLAYER...

Initially, the idea behind *DreadBall Second Edition* was to balance the scale between the various teams and ensure it was as competitive as possible. We didn't like the idea of a player choosing a team because they liked the way they looked, but then finding out they had poor stats compared to a newer release. So, we enlisted a team of hardcore *DreadBall* fanatics to comb through the figures and tweak those where necessary. These guys did a great job, but when we went back and started testing these re-jigged squads we realized the *Second Edition* version actually gave us a great opportunity to improve other elements of the game, too. This would ensure the *Second Edition* was even more fast, furious, and fun than ever before!

After re-aligning the teams, we then went back and looked at all the various special abilities of the players. We wanted to ensure that each felt unique and had their own play-styles that complemented the backgrounds/fluff of the characters. This led to the creation of rules like 'Peer Pressure' for the Hobgoblins. This special ability encourages the Hobgoblins to egg each other on like naughty children in a playground and improve their abilities.

AN EVENTFUL GAME

Once we finished with the teams, it was time to start looking at the broader game. In the original *DreadBall* there was an Event Deck that included random events which would be triggered during the course of a match. Upon reflection, we felt that automatically triggered events were a little unfair for the players and could scupper their best laid plans unnecessarily. You see, in *DreadBall*, coaches can

draw cards each turn (aka a 'Rush') and then play these cards to gain extra actions, temporarily boosting a player's abilities or hindering your opponent's. So, we scrapped the random events and replaced them with events that the coach could keep in their hand and play when necessary.

This adds a far more tactical element to *DreadBall*, as coaches can save those vital events for when it can really make a difference.

Something else we decided to tweak was the way Fouls work. Although *DreadBall* is primarily a game about entertaining the crowds with spectacular goals... that doesn't mean you always *have* to play fair! Players have the option to stomp rivals who are laying on the ground, tackle them from behind, bring extra players onto

the pitch, and more! Originally, Fouls simply weren't worth the risk, as players were easily removed from the playing field, thus, people were missing out on a fun aspect of the game. As a result, *Second Edition* tweaks Fouls and gives coaches the opportunity to distract the ref when committing some flagrant abuses of the rules!

JUST THE BEGINNING...

Of course, these are only the tip of the iceberg of the improvements in *DreadBall Second Edition*. Upon release you'll also find rules for adding Captains to your team, hiring new players during league play, running interference on your opponent, and lots more. We're confident these improvements will ensure *DreadBall Second Edition* is superbly enjoyable for casual play and competitive enough for tournaments. In fact, from launch Mantic will be supporting the game with a dedicated rankings system and store support for leagues/tournaments. See you on the pitch!

...



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Of Dreams & Shadows THE MONSTER WITHIN

OF DREAMS & SHADOWS: THE MONSTER WITHIN

PSI GNE0D03 \$24.95 | Available February 2018!

WHERE THE STORY LEFT OFF...

I planted the seed for the *Of Dreams & Shadows* expansion, *The Monster Within*, with the backstory of one of the Champions — Nora. The expansion is a thematic sequel to defeating The Dragon from the core game, and is mainly a story about vengeance. A season has passed since the Champions saved the realm; winter has come, blanketing the land in snow and ice. The kingdoms are rebuilding, but tensions rise as food becomes scarce. The Werefolk are in decline and there are rumors of some... thing... exterminating their kind. In fact, new disappearances are occurring across the realm. Those who've gone missing are often found possessed by a malevolent spirit, turning them into ravenous cannibals. The surviving Champions learn that these monsters have been created for some greater purpose.

While the setting of the core game is influenced by ancient Celtic mythology, the expansion focuses more on Native American folklore. It draws inspiration from different tales and interpretations of 'Wendigo'. I enjoy the portrayal of Wendigo as an evil spirit that corrupts and possesses people, turning them into cannibalistic monsters. Since there's a single villain in the expansion, all of the different types of scenarios can focus on the story with Wendigo. This means I can now create a direct story link between specific world scenarios and quest scenarios. I had also planned for several choices made in the core game to carry over into *The Monster Within* and lead players down different story paths. Players who completed certain scenarios (there'll be a list) will receive one of two specific expansion scenario cards, depending on which choice was made.

Besides the story aspect, I received a lot of great feedback on the core game from many players. They gave me a lot of great ideas to work with such as: having experienced versions of each Champion, providing new spells that give more versatility to Spirit-Touched Champions, and scaling the game's difficulty by number of players. I've included many of these features in the expansion.

ENHANCING THE CORE GAME

Players who completed certain scenarios in the core game will now begin the expansion with scenario cards that reflect the choices they made. There are new game play rules on how scenarios are initiated and how completing a world scenario will link with a quest scenario. Players can now also fully participate in someone else's scenario, which gives a major reason for Champions that are strong in different traits to team up. When it comes to scaling the difficulty of the game, the number of actions per Turn and the size of the Resource deck (that is now customizable) will scale with the number of players in the game.

REVISITING OF DREAMS & SHADOWS

Going back to the game design for *Of Dreams & Shadows* was like picking up a book that I had finished, and reading it with a fresh perspective. For the game mechanics, there were some tweaks to make and more abilities that I wanted to introduce.

Expanding the types of spells was a key priority for me. When it came to the story, it was similar to writing a sequel. I had to dwell on the Champions and what their lives would be like after some time has passed. I also wanted to go a bit deeper into the history of conflict between humanity and the Werefolk, while introducing a new threat — The Skin-walker's role in this conflict will come to light as the game progresses.

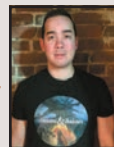
Continuing the story and developing the different story paths was my favorite part. I've always enjoyed creating a choose-your-own adventure and the expansion delves into the consequences of several choices made in the core game. It will add a more personal touch for the players when they continue where they left off.

I originally wanted to add more scenarios for the core game as well. Writing scenarios is by far the longest part of game development and it came down to either focusing on the expansion story or going back and adding more content for the villains in the core game. In addition, I thought about revamping the rules to a mechanic that doesn't involve rolling dice. However, I couldn't make such a major change to the game system in an expansion.

I hope that the players will enjoy where the story takes them as they continue their journey back to the world *Of Dreams & Shadows*.

...

Gordon Alford is the original designer for Of Dreams & Shadows, a fully self-funded project. He launched the game at Spiel Essen in 2016, where he met the folks of Greenbrier Games.



GREENBRIER GAMES



Designed by Gary Arant & Justin Gary

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THE MANSKY CAPER

AN OFFER YOU CAN'T DE-FUSE!

THE MANSKY CAPER

CLP 135 PI | Available March 2018!

It's the middle of the Roaring Twenties. You and your "associates" have decided to gain notoriety by looting the mansion of Al Mansky, the richest mobster in town. You're working as a team; but in your heart, you know you deserve a bit more than the others. After all, you're a natural leader.

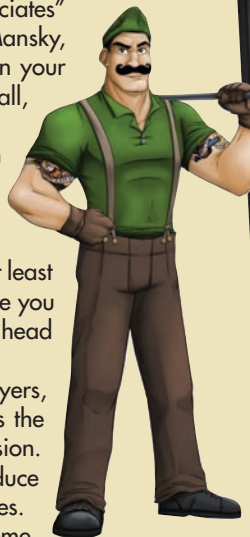
Al trusts no one! So, whenever he's out of town, he relies on a very specialized security system: a complex arrangement of explosive booby-traps, dynamite surprises, and danger-filled TNT charges! Fortunately, each member of your crew has a special ability that helps in the heist, and everyone owes you at least one favor. So, if your timing is right, you can use others to give you the edge to succeed and - dare we say - make you the next head of the Family.

The Mansky Caper is an exciting heist game for 2-6 players, ages 8+, that takes 40-60 minutes to play. The game evokes the 1920's with beautiful scenes of the various rooms in the mansion. Even the rulebook uses the style of a classic comic book to introduce your gang while providing a quick-start introduction to the rules.

Published by Calliope Games, *The Mansky Caper* has become more than just another game release — it's a labor of love for the company. Every aspect of the game has been designed to maximize the Prohibition-era theme and provide the greatest experience possible. The game comes with shiny plastic gems, drawstring cloth bags, and phenomenal 3D safes to open — all, of which, are pre-built, pre-punched, and ready to go when you open the box!

The first nationally-published tabletop title by retired Army physician Ken Franklin, of Vicksburg, Michigan, *The Mansky Caper* began as a 1990 shareware game called *Plunder!* on the venerable AppleIIgs computer, and was reborn as a tabletop game in 2011. When it came time to hire an artist for the project, the perfect candidate was Matt Franklin, son of the designer; Matt is not only someone who understood the vision and importance of the project, but he's an amazing artist in his own right, with numerous art credits in the game industry. Matt's vibrant style and fun characters bring *The Mansky Caper* to life.

Each turn, players in *The Mansky Caper* may choose an unlocked room and open its safe. If they discover gems and coins, they must share them with all other players in the room. Of note is that coins are worth 1, and gems 5. Coins and gems must be shared, without making change. So, if two gems are found in a room with three players, the gems stay in the room until someone leaves, more gems are found, or they're lost in an explosion! For their turn, players may run to the getaway car and stash away their collected coins and



gems, protecting them. Watch out, though — while you're at the car, others don't have to share with you!

Beyond shiny loot, each safe contains "Gaspl!" tokens, which trigger plot twists from a deck of special cards, as well as the dreaded "Danger-Danger!" tokens, signaling that one of the Al's diabolical traps has been triggered! The 12-sided "Danger-Danger!" die is then rolled, showing the outcome — perhaps it will disarm the trap, destroy loot for one or more players, or even cause an explosion that removes the room from the game! As the game progresses, the tension mounts, and it only ends when the Mansky mansion is completely destroyed. At that point, players empty their loot bags and the highest score wins.

One unique mechanic of *The Mansky Caper* is the "Call In A Favor" marker. Though each player has a unique ability, they may not use that ability for themselves. Everyone starts out with one "Favor" marker, which is used to force cooperation from another player. However, Favors are leverage, so players must take care not to let someone accumulate too many. If you get too far ahead, another player may confront you at the car with a loaded "Hey, Buddy!" and force you to evenly divide your loot by destroying a Favor marker!

The game is endlessly replayable, because only five out of ten different Room cards are used each game. There are eight different characters, and combining them with the personalities of the players creates a different, delightful, interactive experience every game. The winning score may be 130 - or it may be 4.

"Each game of *The Mansky Caper* tells a story," Franklin explains. "At the start, players are fanning out, discovering the mansion and feeling out the other players and their strategies. Next comes a free-for-all grab for loot while manipulating others through Favors. Finally, the house starts to crumble, and everyone realizes that their next turn may be their last."

Work together — to help yourself — and don't get blown up!

More information on Calliope Games and *The Mansky Caper* is available at calliopegames.com and at [facebook.com/CalliopeGames](https://www.facebook.com/CalliopeGames).

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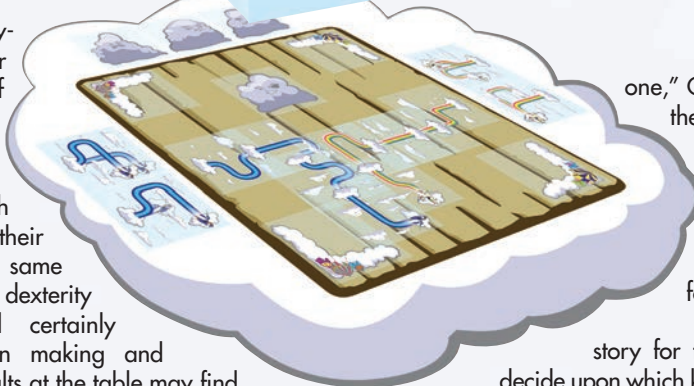
NINJA
DIVISION

RAINBOW KNIGHTS

NJD 410901 \$19.95 | Available March 2018!

Rainbow Knights, the new family-fun game from Ninja Division Publishing, helps to promote all the great benefits that are derived from family game time; connection, creativity, decision making, and fun. Six knights flying through the air, creating trails of rainbows, while trying to avoid obstacles such as storm clouds and the rainbow trail of another knight, creates an exciting and quick game for all members of the family. And none of this happens in a turn-by-turn scenario, but rather all players rush to complete their rainbow trail before anyone else at the table. It's crazy fun and can be learned in mere moments. At only \$19.95, *Rainbow Knights* makes for affordable fun for the whole family, as well. And with only a one- to five-minute play time, players can play game after game of fast-action fun with *Rainbow Knights*!

Rather than turn-by-turn gameplay, designer David Carl, Head of Game Development at Steamforged Games, opted for an all-out throwdown in which each player races to create their rainbow trail all at the same time. This speed and dexterity based gameplay will certainly promote quick decision making and spatial thinking. The adults at the table may find themselves hard-pressed to keep up with the agile fingers and minds of their younger opponents.



"I think *Rainbow Knights* has the broadest appeal of any game I've worked on to date," said Carl. "It's a great casual card game, a great family game, and it's even a fun way for those hardcore gamers to decide who goes first in grown-up, serious games." David Carl was also the Development Manager for approximately seven years at Privateer Press, so he knows the "grown-up" side of gaming quite well.

As the design of the game proceeded, Carl teamed up with Ninja Division Publishing. "It was more fun and intuitive with see-through cards than with standard opaque playing cards, but I knew that would be a challenging product to create independently. So that's where Ninja Division comes in. They've got a great team with plenty of production expertise, and they were hooked by the game as soon as they tried it."

Ninja Division Publishing wanted to collaborate on making the game appeal to a broader audience, which turned out to be a positive move for *Rainbow Knights*.

"We talked about cartoony bugs at a picnic, plows in a field, and multiple other possibilities before we hit *Rainbow Knights* and all involved agreed that was the right one," Carl continued. "I then wrote up an art brief for the characters and their rainbows' color palettes, and Ninja Division really brought those characters to life as you see them now. I'm extremely happy with how that collaboration went, and I think the final design really shows how well we were aligned on what we wanted for *Rainbow Knights*."

Rainbow Knights comes with a background story for the players to enjoy and explore before they decide upon which knight to race. This was somewhat of a departure for Carl as he wrote the story; which is different from the dark, gritty fiction he's accustomed to scribing for rulebooks over the years.

"It was a real breath of fresh air to write about these fun and colorful characters. I certainly look forward to reading the game's story to my little girl to help her decide which of the *Rainbow Knights* she'd like to play," he said. "Getting to see people playing your game and genuinely enjoying it is such an amazing feeling. It's kind of crazy to think about people being hooked on this experience that was just a seed of an idea in your brain at one point not too long ago." *Rainbow Knights* that will be available at your FLGS in March 2018.

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CRITICAL HITS



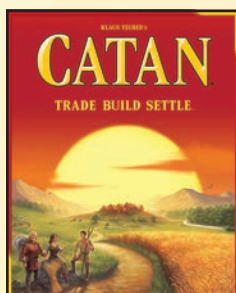
by The GTM Staff

Welcome to Critical Hits, a brand new advisory resource from *Game Trade Magazine*. Its purpose is to sift through the mountainous choices you have for great games, and highlight some that no one should be without. Monthly selections will be based on a combination of historical sales, critical acclaim, consumer and retailer feedback, and a little dash of “how could you not have played this?!” Selections will have a different flavor each month. You’ll see old and new games, as well as varying genres and styles. The idea is to remind you of proven fantastic games that must, Must, MUST be in your collection.



To kick off the Critical Hits initiative, we’d like to focus on the time-tested ‘best games ever’. These are “hobby” games more than 10 years old (but currently in print) that are considered the best of the best.

STRAIGHT UP EVERGREENS: BOARD GAME EDITION



CATAN - The granddaddy of modern era games! Sure, everyone knows about it, but have you actually *played* Catan? If you’ve been around board games a while, the answer is probably yes, but if you’re relatively new to the hobby you might not have been introduced. Just know that *Catan* and its 5-6 player companion is one of the most accessible and replayable games ever designed. It’s a wonderful world that keeps growing through multiple expansions, and if your game group or family has somehow overlooked it, don’t! (Catan Studios, Inc., CSI CN3071, \$49.00)

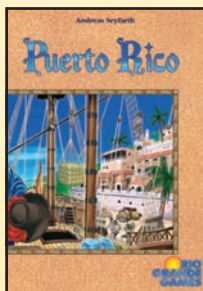


CARCASSONNE - The classic tile-building game. For those who like a simple rules set with endless playability, *Carcassonne* is perfect. Use tiles to complete cities, roads, lakes, and pastures, but make sure you’re paying attention to the best ways to score points while you’re building. (Z-man Games, ZMG ZM7810, \$34.99)

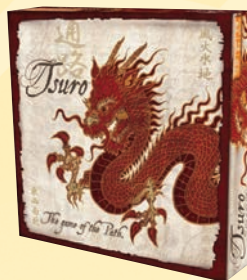
DOMINION - The game that kicked off the deckbuilder market, *Dominion* is a fantastic blend of cards and medieval domination. Each turn you buy cards to increase and improve your deck’s ability to purchase property. But, be careful... deck management is just as important as buying land. No game collection should be without a good deckbuilder. Why not begin with the one that started it all? (Rio Grande Games, RGG 531, \$44.95)



PUERTO RICO - One of the best games for both family and game groups, *Puerto Rico* is easy to learn, but mastery takes some time. Choose to be a ship captain, a mayor, a builder, a settler, and more, all to gain prosperity on the newly discovered isle of Puerto Rico. (Rio Grande Games, RGG 195, \$44.95)

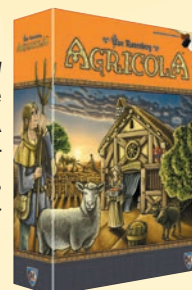


TICKET TO RIDE - Possibly the best game of all time to introduce non-gamers to the gaming world. And, who doesn’t like trains? Parents, younger siblings, annoying cousins, and finicky friends will all “get” *Ticket to Ride* within seconds. It also has some of the best expansions of any game line. Each with a slightly different mechanic that keeps the game fresh. (Days of Wonder, DOW DO7201, \$49.99)



TSURO - Because it’s an abstract game, *Tsuro* is often overlooked when building a game library. But, that’s a huge mistake! *Tsuro* is an incredible example of pure, great game design. Connect pieces on a board and try to force your opponents off. Simple. The last person on the board wins. Easy to learn, very hard to master. Like Chess or Go... but totally different. (Calliope Games, CLP 020, PI)

AGRICOLA - Worker placement at its best! Gain resources and build your farm. *Agricola* is one of the oldest and best examples of the Eurogame craze that started in the 80’s. A kinder, gentler way of gaming that is great for families and never gets old, *Agricola* has proven to be a mainstay of game libraries for many years, and never seems to slow down. (Mayfair Games, MFG 3515, \$60.00)



Darwin Bromley & Tom Uham

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Kaingo

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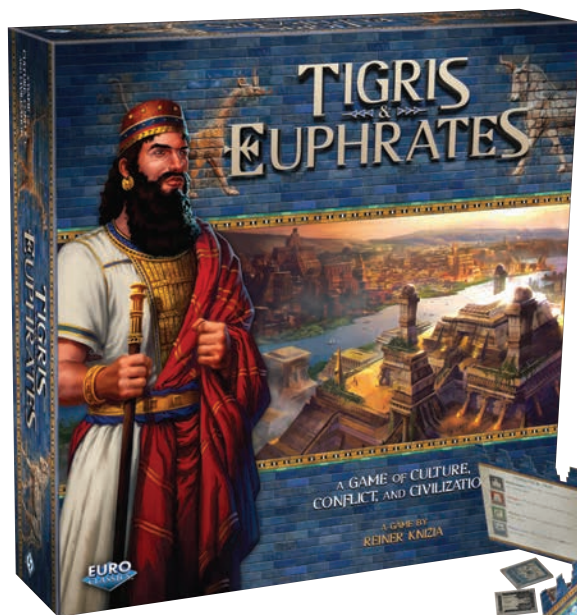
TIGRIS & EUPHRATES (FFG KN25)

From Fantasy Flight Games, reviewed by Eric Steiger and Rob Herman

 12 & Up	 2 - 4 Players
 60 Minutes	 \$59.95

Up until recently, I used to refer to Reiner Knizia's *Tigris & Euphrates* and *Ra* as "the best games I don't own." In both cases, the games were some of his earlier work that were out of print for years and difficult to find, which was a shame, because they were masterpieces of Euro-style game design (in fact, you could convincingly argue that they helped define the style). Fortunately, Fantasy Flight Games/Asmodee North America have acquired them, given them a facelift, and unleashed them both once again on a grateful world.

Tigris & Euphrates is one of the earliest examples of Knizia's trademark scoring system: multiple types of points in which players only count the type of which they have the least. As such, strategies need to be balanced because taking a runaway lead in a single suit is useless if you neglect your weakest. Point categories consist of farmers, traders, priests, and kings, and each player has four leaders, one in each category. Players will also have a hand of six tiles, randomly consisting of the four different point categories (colors).



The meat of the game is that you're attempting to both grow and take over kingdoms in the Fertile Crescent. On each player's turn, they may take two actions, which consist of any combination of placing a tile, placing or moving one of their leaders, or flushing and refreshing their hand of tiles. Groups of tiles on the board ("kingdoms") generate points, but only for leaders connected to them. Each kingdom can only have one leader of each color at a time.

As kingdoms grow, players will inevitably vie for their leaders to be in charge. This takes place in two different ways: "internal conflict" (insurrection) and "external conflict" (war). In an internal conflict, a player moves their leader to a kingdom already containing a leader of that type. The two opposing players bid red tiles to add to their leaders' strength, with the winner taking or keeping control of that

color in the kingdom, and the loser returned to its owner.

In an external conflict, a kingdom expands to the point where it connects to another existing kingdom. If each of these kingdoms has one or more leaders of the same color, they must fight to determine which one stays. The players determine strength by counting the number of tiles matching the leader's color in each of the kingdoms, as well as being able to bid tiles from their hand of the matching color. The defeated player loses not just their leader (which is returned to their hand), but also each matching tile from their kingdom. The victor receives a point in that color for each such leader and tile removed. Because this happens for each color of leader, there can be multiple "wars" when two kingdoms meet, and this can generate a lot of points for players who plan them carefully.

I have only described the basics of the game here, and much of the complexity comes from the exceptions: the two disaster tiles, the special abilities of each color tile and leader, and the geographic restrictions created by the board such as temples and rivers (after all, it wouldn't be *Tigris & Euphrates* if the rivers weren't involved). But, suffice it to say, there's a ton of depth and replayability here, and while the game is counter-intuitive in some ways at first (such as players being denoted by the symbols on their leaders, not the colors, and the fact that leadership of each kingdom can be shared by multiple players and transfer multiple times during the game), it's far less intimidating than many of its successors over the years.



Fantasy Flight Games/Asmodee North America have taken a timeless classic and given it a modern overhaul, with new art, components, and more clearly written rules, while leaving the game itself entirely untouched. Like a beautifully restored car, it is a thing of beauty that must be driven to be appreciated, and I sincerely hope you give it a spin. If you have an interest in Euro-style games, you owe it to yourself to try this pillar of the genre.

...

Eric and Rob are your friends, and friends wouldn't let you play bad games.



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MYSTERIUM (ASM MYSTO1)

From Asmodee Editions, reviewed by Jane Trudeau-Smith and Philip Smith
of "The Table for Two Show"



	10 & Up		2 - 7 Players
	40 Minutes		\$49.99

A ghost has been haunting the manor in town, and you and your team must discover what caused his death so he can rest soundly! If you can, you can win the game of *Mysterium*! This is a cooperative game where one player plays the ghost that guides the other players with clues to solve the mystery. Unlike other mystery or deduction games on the market, *Mysterium* is a bit challenging because the clues are purely *visual*, and you must use them to figure out what the ghost is trying to reveal to you! The other players are psychics, using their unique abilities to figure out who did it, where it was done, and how! *Mysterium* can be played with 2-7 players. Of course, we just played with two, but we really feel it would be a lot more fun with more players, so we plan to play it again with our gaming group!

The game is beautifully crafted with amazing, evocative artwork and sturdy pieces. We have played Asmodee/Libellud games in the past and have found the quality to be exceptional.

HOW'S IT PLAYED?

We played the game twice, each of us taking on the guise of the ghost. We didn't use the clairvoyancy track or tokens, as they're not needed for the two-player variety.

Each psychic begins the game with an 'intuition' token in their color and a sleeve for their character, which is used to collect the psychic cards during the game. If you're playing with four or more players, you also receive the clairvoyancy tokens and markers in your color.

The ghost has a cool game screen where, for each psychic, they track what they're trying to uncover in respects to character, location, and object. They also receive ghost tokens, vision cards, culprit tokens, and crow markers (only one crow for a 2-player game).

On the table your "game board" is made up of four section markers that are laid out in this order from left to right: Character board, Location board, Object board, and Epilogue board, the last, of which, includes the clairvoyancy track if playing with four or more people. In between each board you place psychic cards, of which there are three types: Character, Location, and Objects. Each type of deck is shuffled, then, depending on how many players there are and what level you want to play, you choose a group of random cards for each type. In our two-player/easy game, we had four of each type of card. Each card is numbered on the back, and for each type of psychic cards there are corresponding ghost card decks. After you pick the cards for the psychic, you gather up the corresponding cards from the ghost deck that match the number on the back of the psychic card, passing them onto the ghost player. Behind the screen, the ghost shuffles the decks, randomly picks one of each type per psychic player, and places it in the screen card slots. So, out of the four cards the ghost receives one of each type; in the two-player game, only two of each card are used (one per psychic). Each psychic should now have a character, location, and item they are searching for. The other cards are discarded and the psychics' intuition tokens are placed on the character board.

The four psychic cards are placed, face-up, on the table in their respective areas. There's a clock at the end of the board with seven hours showing, which starts on the first hour. You are now setup and ready to play.

There are two phases of the game: "Reconstruction of Events", lasting no more than the seven rounds on the clock, and the "Revealing the Culprit" phase which only occurs if all psychics make it through the first phase. If they don't, then they all lose. Mechanics is easy, but play is hard!

RECONSTRUCTION OF EVENTS PHASE

The ghost starts by drawing seven Vision cards from the deck. These cards are pictures of all sorts of things, events, objects, etc. For each psychic, the ghost places one or more Vision cards that they feel represent the character card the psychic is trying to discern -- remember that each psychic is looking for someone different. After they give one psychic their cards, the ghost draws



back up to seven and gives the next psychic theirs. After all cards are dealt, a sand timer is turned over and the psychics try to use the Vision cards to figure out who their character is. Multiple psychics may collaborate, but in our two-player game the psychic was on his own. Once the timer runs out, each psychic must guess who their character is. If they guess right, they take that character card, slip it into the sleeve, and discard the Vision cards. They then move their intuition token to the next board (location). If they guess incorrectly, they keep the Vision cards received and don't move on. The clock then ticks up an hour. Play continues in similar fashion for the locations and objects until everyone has all three cards in their sleeve OR the clock runs out and the game is over.

This may sound easy, but here is what's challenging. As the ghost, you're looking at seven Vision cards, trying to figure out what makes sense to reveal to a player, which may trigger them to pick a character, location, or object correctly. Sometimes the cards don't have any obvious clues, but may just match a color on the card they're looking for. Then, as the psychic, you receive these cards and try to deduce what they mean or how they match up. That can be challenging! On the ghost's turn, they can also use a crow token to discard Vision cards and draw new ones if they feel they can't use the cards in hand. In a two-player game that can only be performed once per turn, so use it wisely!

REVEALING THE CULPRIT PHASE:

If everyone makes it through phase one, they all take their combo of character, location, and objects out of their sleeves and make a "line-up" on the table. The ghost then chooses one of the combos and picks three Vision cards -- one to match the character, location, and object of that group. In the two-player game, the Vision cards are placed, face-up, on the table and the psychic player must determine which of the line-up is the final culprit who did the deed! With two players, you can also use the additional cards to create two more combo groups to make it more difficult. If the right combo is chosen, you win! This aspect would be more engaging with more players, because their clairvoyancy status determines how many vision cards they can view, and vote on which combo they think it is.

TIMING OF THE GAME

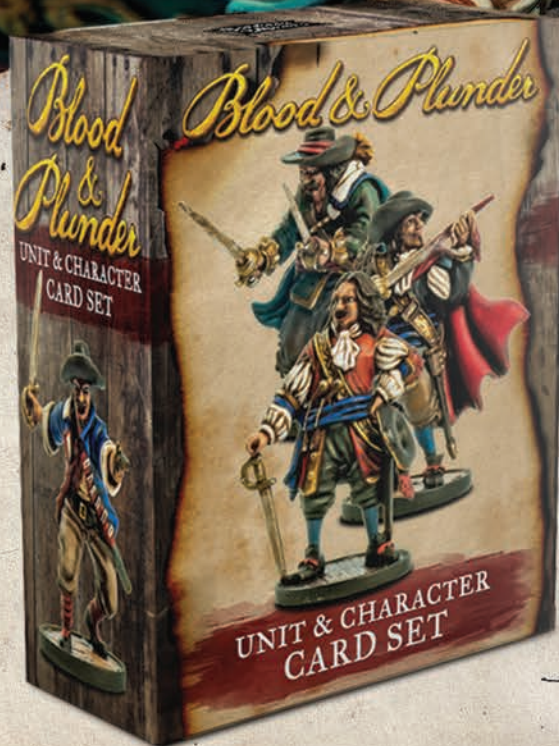
Each of our two-player games took less than 30-minutes after setup. We also acquired one of the expansion sets (*Secrets & Lies*), which gives you more character, location, object, and Vision cards to use. It also introduces new "story" cards to use in lieu of the objects, to change the game up a little bit.

...

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



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KEPLER 3042 (RGS 00584)

From Renegade Game Studios, reviewed by John Kaufeld

 14 & Up	 1 - 4 Players
 60 - 120 Minutes	 \$65.00

Ahhh, the joy of running a galactic empire! Exploring the solar system, discovering new worlds, and colonizing and terraforming them for fun and profit — *Kepler 3042* from Renegade Game Studios delivers all of this and more to your game table.

Although many games use space exploration as a foundation, *Kepler 3042* departs from tradition by taking a Eurogame approach. It avoids all combat (more about that in a moment), instead focusing on player cooperation combined with individual achievement. Players work together for the good of humanity, but each individual still aims to attain the most victory points when the dust settles at the end.

Here are the 'Top Five' aspects you need to know about exploring your way to victory in *Kepler 3042*'s universe.

THREE X, NOT FOUR

Most titles like this live under the heading "4X games." The "X" signifies the four basic tenets of the genre: eXplore, eXpand, eXploit, and eXterminate. You explore the map to find new cities/worlds/realms, expand your control by colonizing, exploit the resources you find through commerce, and exterminate everybody in your way because, well, There Can Be Only One!

Kepler 3042 lives squarely in the first three Xs, but players can't fight over anything in the game because there's no way to do it. The closest thing to conflict here is grabbing control of a planet before an opponent does, but even that isn't a huge issue because of the game's flexible technology and victory point system. With so many paths to victory, one planet doesn't make or break anyone.

START WITH NOTHING

Kepler 3042 gives players so many options that it qualifies in my mind as a build-your-own-victory sandbox game. Players start each game with a map filled with randomly placed planets, a handful of resources, and a secret objective worth a few extra victory points at game's end. Players receive no space ships at the beginning, which seems a little odd for a space exploration game, but makes perfect sense given *Kepler 3042*'s do-it-yourself approach.

WIN YOUR WAY

Based on the strategy you want to use in the game, players can choose to advance one level in two of the five technology tracks.

Want to explore? Take Light Speed Engine so your ships can move and Biosphere so you can start terraforming. Planning to sit tight on Earth and bulk up your technologies? Start with Energy Development and Antimatter Science. Pick how you want to plan and make it so.

TENSE RESOURCE MANAGEMENT

How you handle the game's resource pool mechanic is key to any win. That's because each player gets a pool of 17 resource cubes (seven matter, seven energy, and three antimatter) to use for the entire game. No more, no less.

You begin the game with a stock of three energy and three matter on Earth. These give you a jump-start for your first few turns. But that also means you only have 11 cubes (four energy, four matter, and three antimatter) left in your pool for future turns.

Because you can only produce from what you have in your supply, this can lead to shortages. If your technology level lets you produce four



energy cubes at some point in the game, but you only have two available in your pool because the others are on your planets around the galaxy, then you only produce two. *Oops.*

The game also gives you the option of "burning" resource cubes to gain extra actions in a round. This mechanic can push you ahead toward victory or can brutally hobble you if you rely on it too much, but either way, it's your choice. That's another beauty of *Kepler 3042*.

FINDING STUFF IN THE RULES

Renegade typically does a good job with their rule books, but some of the design choices in *Kepler 3042* — mainly the dark blue headings on a black background — make finding things a little challenging.

To make learning and playing the game a little easier put tabs on the pages in your rulebook, because you'll likely refer to them over and over:

- list of main actions and what they do (pages 8-10)
- list of bonus actions and what they do (page 11)
- details of how the leadership track works (page 13)
- list of technological benefits (pages 13-14)
- frequently missed rules (page 16)

THE VERDICT

I didn't know that I *needed* a space exploration game in my life until I played *Kepler 3042*. Apparently, I do.

With its focus on resource management, exploration, and development, *Kepler* delivers a tense and challenging experience in a much smaller time window than similar games. Although the flow of individual decisions in the game is easy to grasp, this is definitely not a "hey, we're new to Eurogames" type of product. You constantly find yourself staring at the 16-round track timer, wondering where all of your turns went and how you'll finish everything you need to do.

With strong replayability, challenging resource management, and tons of strategic flexibility, *Kepler 3042* earns a strong recommendation for more experienced game lovers.

...

John Kaufeld often frets over whether the word "meeple" has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, The Dad Game (<http://dadga.me/column>).



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LONDON: SECOND EDITION (OSP GAM016)

From Osprey Games, reviewed by Rebecca Kaufeld

 14 & Up	 2 - 4 Players
 60 - 90 Minutes	 \$55.00

The Great Fire devastated the streets of London. Homes, gardens, businesses, and more drowned in the flames that terrorized the city. It brought down buildings, devoured roads, and left a path of destruction that tore through the heart of England's beloved city.

The shadow that remained discouraged many, but didn't break them. Some were loyal to the cause, rebuilding for the good of many. Others sought to reduce poverty or restore their beloved landmarks. And still others secretly... or not so secretly... set out to make their mark on history.

This is their story. Welcome to *London*.

THE GOAL

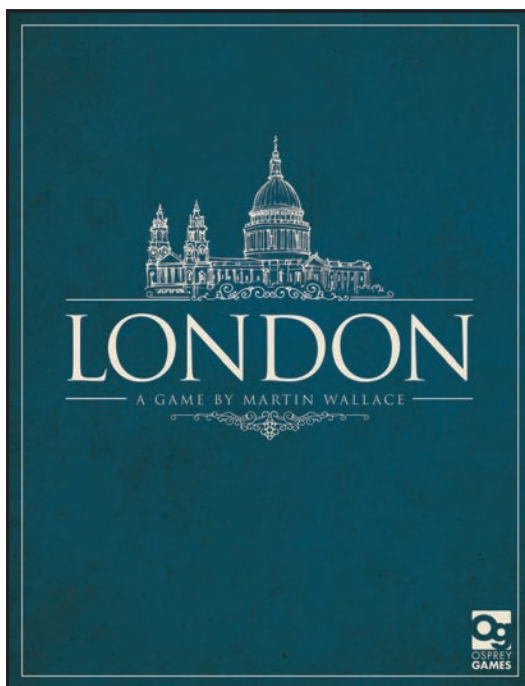
The city must be rebuilt. As one of the greatest architects in London, you feel responsible for restoring its buildings and streets to their former glory. The possibilities are *nearly* endless - or they would be, if not for the consequences of extravagant builds. The more elaborate the buildings, the more expensive they become... and poverty becomes even more of a problem.

History rewards the prestigious, but punishes the power-hungry. It will take a delicate balance of drive and dedication to ensure your city remains safe.

DEVELOP YOUR CITY

London comes to life in two sets of cards: the City and the Borough. The City is home to the businesses and people that make your city run: grocers, vintners, coffee houses, stock markets, the leather industry - there are even water works and gardens that could line your city's charred streets. Some are beneficial to your cause. Others are just for aesthetics. But all of them will work together to make the city your own.

Architects are measured based on prestige, money, land, and poverty. Prestige is a high reward, but difficult to achieve. The greater the building, the more money and resources it takes to build. If placed correctly, the businesses and citizens of your city can provide money and victory points for your cause, or even create jobs that lower the inflated poverty levels left by the fire. Expensive designs won't aid your paupers, but the right plot of land might help...



BECOME VICTORIOUS!
Prestige. Power. Money and land. These are the markings of the greatest architect in London. By creating the perfect blend of periodic benefits and ongoing support, you, too, have the chance to take your place in history as a hero. Your vision could save your city. Good luck, my friend. London waits for you.

...

When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.



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TALES FROM THE LOOP (IMP MUH050645)

From Modiphius Entertainment, reviewed by Thomas Riccardi



12 & Up



2 - 4 Players



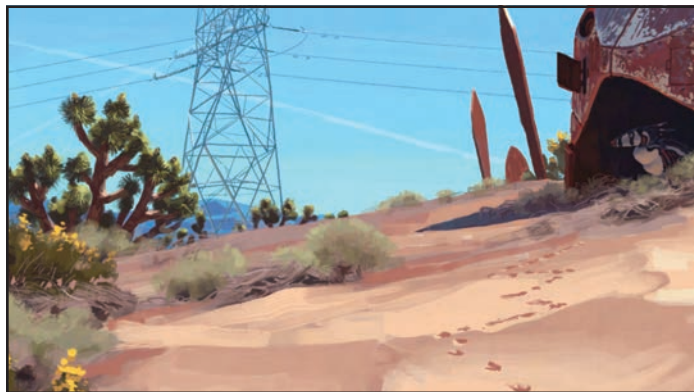
30 - 90 Minutes



\$45.99

Growing up in the 1980's, I was like any other kid in Staten Island, NY. I had a group of friends that I hung out with, riding our bikes around the neighborhood (and to neighboring towns), playing games, meandering outside, and going on adventures (both real and imagined). It was an amazing time and I wouldn't trade anything for it in the world. However, what if you could go back in time and play in the 80's as a younger version of yourself, but instead of contending with normal, everyday situations, you'd encounter dinosaurs and robots?! This is the premise of *Tales from the Loop*, a roleplaying game from the folks at Modiphius.

If you think that *Tales from the Loop* looks a bit familiar, you'd be right. This game is based off of the works of renowned sci-fi artist Simon Stalenhag, who painted some great vistas populated with robots and strange beasts. But, you must be wondering what 'the Loop' is? Back in the 1950's, when science started dabbling in fusion, particle accelerators, and the magnetron effect, all boundaries between what is possible and what isn't started to break down, as robots gained sentience, time travel became possible, and one of the greatest advances in technology was created — the Gravitron. Spanning for miles and miles, this massive structure started spawning strange creatures and robots thinking for themselves. There are actually two loops in the world — the first one is the Malaren Facility, located in Sweden, and the other in Nevada — and no matter which one you choose for your *Tales from the Loop* adventures, there are maps included for both.



In *Tales from the Loop* you play a child of the 80's, aged 10- to 15-years-old, with eight archetypes to choose from — from a popular kid or a computer geek. *Tales from the Loop* is themed in the vein of *ET*, *Goonies*, *Explorers*, and *Stranger Things*, focusing more on the mystery that your characters have been thrust into

rather than combat and killing things. Guns and other weapons are a rarity, so you'll have to use not just your fists, but your wits and other attributes to endure. Also in the Loop, the characters can't die. Sure, they can be knocked around, embarrassed, thrown in jail, or be lectured by adults, but they, literally, can't be killed. However, it doesn't make the land of the Loop any less dangerous, as there are a numerous hazards that the kids must negotiate if they ever want to get to the bottom of this mystery.

Your character, however, isn't some one-dimensional barbarian or space marine. They have four attributes that range from 1 to 5: *Body* (how high you can jump, fast you can run, and hard you can hit), *Tech* (how you can decipher the machinery that is around the Loop), *Heart* (how easily you can lie, make friends, and persuade others), and *Mind* (how you can find weak points, solve riddles, and comprehend clues). You have to take at least one point in each of these attributes and the starting points depend on your age (ex: if you're 13-years-old you have 13 points to distribute). You also have Luck Points, which are used to help push failed rolls, and aspects like your *Drive* (why you get into the situations that are dangerous), *Pride* (something to make you feel strong and important), and *Relationships*, as well

as an *Anchor* (a parent, other grown up, teacher, etc.). What I love about this game is that scattered throughout some of the chapters are some of the music, movies, and pop culture that were prevalent during the 80's. There's even a section about what roleplaying games were played during this time (it's surreal to talk about RPG's inside of another).

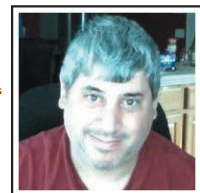
This rulebook showcases tons of great art and sketches



from Simon Stalenhag. From his beautifully painted landscapes and its denizens, to sketches and schematics of robots and creatures, *Tales from the Loop* is one of the most visually appealing and engaging roleplaying games on the market today. If you want to take a break from traditional hack-and-slash campaigns, check out *Tales from the Loop*. For more information on this and other games head over to <https://www.modiphius.net> and get ready to solve the mystery of the Loop.

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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